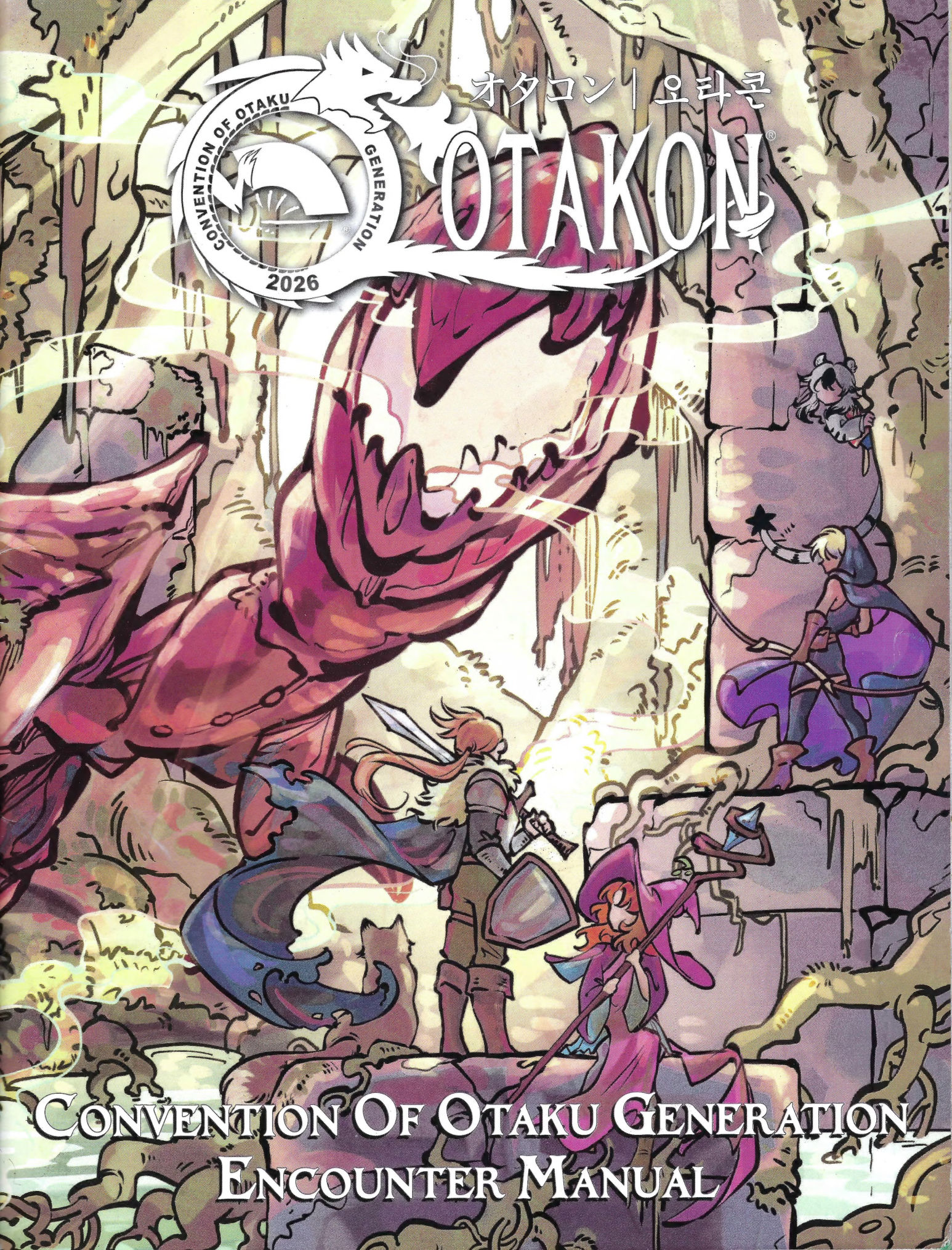


Convention Of Otaku Generation Encounter Manual

Mascot Dress-Up Sticker Page

Adventurer's Guild

A Special 2026 Event!

Open Hours:

Friday, Saturday	10:00am	--	1:00am	*18+ Special Events begin at 10:00PM on Friday and Saturday.*
Sunday	10:00am	--	3:00pm	

Visit the Adventurer's Guild in the Grand Lobby for an all-new Otakon experience!

Pick up your exclusive Adventurer's Journal and unlock a whole new adventure of allies, friends, villains, and monsters.

Explore the highest towers and deepest dungeons of Otakon as you investigate mysteries, uncover secrets, and slay the ultimate monster -- Demon Crabby.

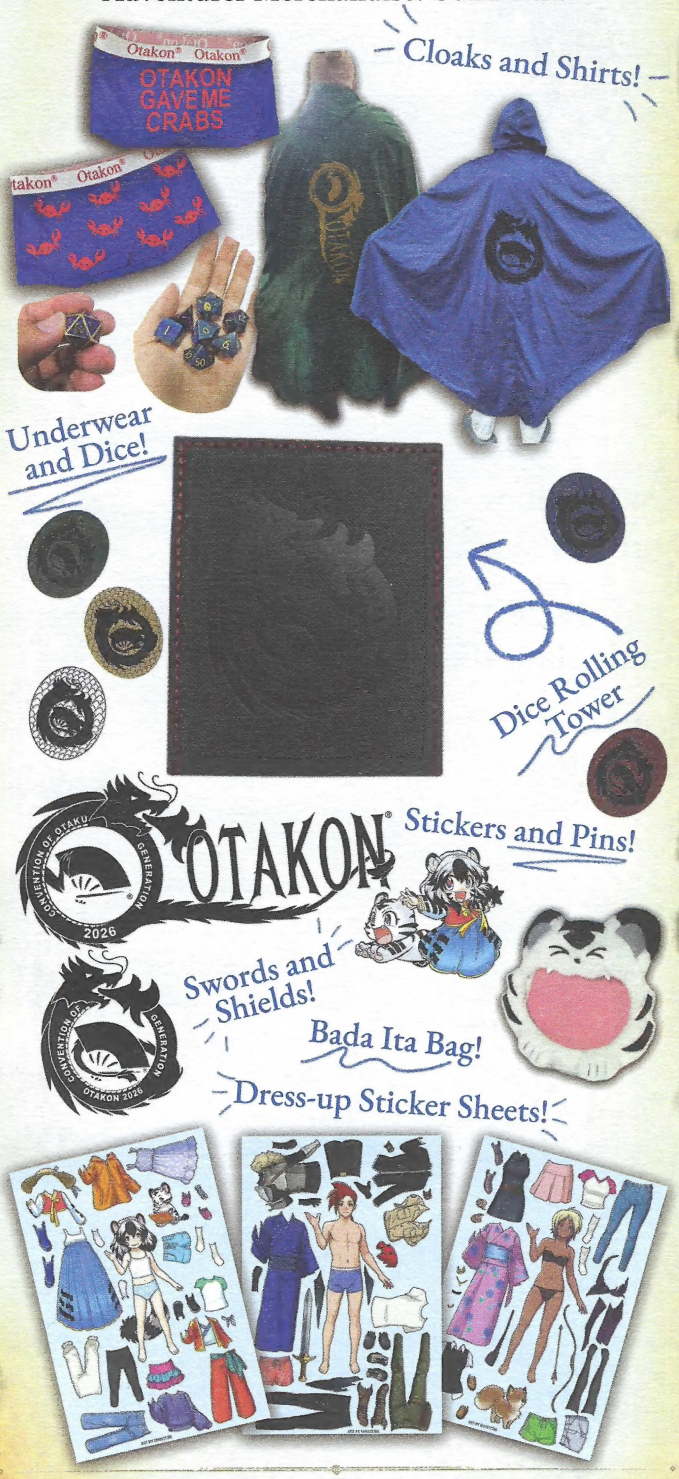
Sign up to claim your:

- Adventure Journal
- Pencil
- Sense of Pride
- Self Respect
- (Profit?)

Official Merchandise

Otakon is excited to announce 2 1/3 merch booths!

Main merchandise booth: Dealer Hall
Satellite merchandise booth: Guild Hall
Adventurer Merchandise: Guild Hall



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TheGhostEgg
Cantrips Media
Justin Lam
Chumaruko
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Sugar Cubed
StarlightKittyStudios

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For over 30 years, Otakon has been a place for acceptance and friendship, centered on our shared love of East Asian media. We remain committed to providing a diverse and inclusive community at our event - now, and in the future.

Online Assistance and Social Media

Get answers to your questions: www.otakon.com/help/contact-us

Scan the QR to follow us on social media for updates and general happenings during con!

Welcome

From the Chairwoman

Dear OtaFam,

As I reflect on the past year, there's one question that always comes up whenever someone learns that Otakon is run entirely by volunteers:

"Why?"

Why devote countless evenings, weekends, and vacations to an event this size? Why spend months, sometimes years, planning a convention when no one is getting paid?

For me, the answer has always been simple.

When I attended my first Otakon in 2006, I found more than just a convention. I found a community that embraced my love of anime, cosplay, and video gaming without hesitation or judgment. I found a place where I finally belonged. That experience stayed with me, and when I joined staff in 2010, I knew I wanted to help create that same feeling for someone else.

Somewhere in these halls this weekend is someone attending their very first convention. They'll meet lifelong friends. They'll discover a new favorite series or artist. They'll work up the courage to wear the cosplay they've spent months creating. They may even discover a community that changes their life in ways they never expected.

That's why we do this.

For more than three decades, Otakon has been a place to celebrate Asian culture through art, music, film, gaming, and so much more. But it's also become something greater. It's where friends reunite, new traditions begin, and thousands of people come together to celebrate the things they love with others who understand them.

This year's event represents the year-round dedication of more than 150 volunteer staff members and the on-site support of more than 900 additional volunteers. Together with our venue partners and service providers, they have poured their time, talent, and passion into creating a safe, welcoming, and unforgettable weekend for all of us.

I am endlessly grateful to our directors, department heads, and every volunteer who gives so generously of themselves to make this event possible. I also want to thank my Vice Convention Chairs, Simon Chambers and Ethan Kick, whose support, leadership, and friendship have helped guide us through another incredible year.

Most importantly, thank you.

Thank you for choosing to spend your weekend with us. Thank you for bringing your creativity, enthusiasm, kindness, and passion to Otakon. You are what transforms a convention into a community, and a community into a family.

As you enjoy the weekend, please remember to take care of yourself and those around you. Eat well, stay hydrated, and don't forget to shower. If something doesn't feel right, find a staff member. We're here to help.

I hope this weekend leaves you with new friendships, unforgettable memories, and stories you'll still be telling years from now.

Welcome home, Otakon Family.

Victoria MacEntee
Convention Chair, Otakon 2026

P.S. Yes, the Convention Chair's husband is still married, and we just celebrated our tenth wedding anniversary. (If you know, you know.)

P.S.S. To my husband, Connor: thank you for believing in me, supporting me, and standing beside me through this journey for the past twenty years. *E muja oui.*

Otakon Rules

Behavior Rule ("*That* Rule")

Your membership in Otakorp, Inc. entitles you to enjoy the primary benefit of that membership: you get to attend Otakon! But as the man said, with great power comes great responsibility. We work very hard to ensure that Otakon takes place in a safe, family-friendly environment, and we need your cooperation. We have policies to address specifics, such as weapons and lost children. We also have a general rule that we do not tolerate disruptive behavior of any sort, and we can and will take action, when we see something we feel is dangerous or disruptive. The type of action we take may range from a quiet but stern word in private to forcible ejection from the convention, revocation of your membership in Otakorp, Inc., or even criminal charges.

Action taken is solely at the discretion of Otakorp, Inc. The sorts of things that may trigger such action include, but are not limited to, verbal/physical/sexual harassment, fighting (fake or real), heckling, impeding traffic flow, offensive behavior, failure to observe basic hygiene, public inebriation/intoxication, or any other failure to follow the rules and directions of staff members. Remember, anything that is illegal outside the Convention Center, is illegal inside! If your behavior is clearly problematic, we will deal with it as such. Show common courtesy to your fellow otaku, and follow the rules, so there are no problems.

Line Etiquette

With so many people attending, waits in lines may last hours. We know that this is frustrating, but it is unavoidable. Please don't take it out on other attendees, or on the staff, and please remember that following the directions of staff members will make the lines smoother for everyone! When lining up, be sure to check for Otakon Staff holding "Line Starts Here" and/ or "Line Ends Here" signs. We can't promise to have them up for every event, but please be mindful of them, to get you in faster!

NOTE: Members caught jumping in line will be sent to the rear of the line. You will not be allowed to hold places in line. Lines cannot block entrances or exits, so leave a gap in front of the doors, per Fire Codes.

Cameras at Otakon

The usage of photographic devices is prohibited within certain areas of the convention, including but not limited to Video Theaters, within Main Events and/or concerts, and in the Art Show. All such areas will be marked, so please pay attention. Prohibited devices include, but are not limited to, cameras (both film and digital), camera phones, and camcorders. Photography within the Artist Alley is only allowed at the discretion of the individual artist. Permission must be obtained from the artist for photography of any kind. Events that allow photography will be marked as such.

Ask for permission before photographing others. When stopping to take photographs in the hallways, please be considerate of your fellow members by being brief and not blocking traffic.

Photographing Guests at Otakon

Otakon's guests have the right to maintain their privacy. Convention members may be asked to refrain from photographing guests if the guests would prefer to not have their picture taken. Guests have been known to join con-goers for photo opportunities, but there are no guarantees.

Children at Otakon

Otakon is a fun family event, but also one of the largest Japanese animation conventions; there is an expected attendance of at least 40,000 people. Otakon wants to ensure the satisfaction and safety of all of our members, especially children. In order to safeguard the well being of our youngest attendees, Otakon has put these policies into effect and offers some advice to keep track of children at any large convention. A parent or guardian must accompany any and all children under the age of 12, at all times.

Children are required to carry some form of written identification and parent/guardian contact information with them at all times, so that Otakon staff may contact the parents or guardians should the need arise. **THERE IS NO CONVENTION-WIDE PUBLIC ANNOUNCEMENT SYSTEM.** We are unable to page your child, if he/she becomes lost.

Children at Otakon - Recommendations

First and foremost, please do not leave your child unattended at Otakon. As mentioned before, we are expecting an attendance of over 40,000 people at the convention. It is easy for a young child to get lost in a crowd this large. Make sure your child knows important information, such as your name, what you are wearing, what hotel you are staying at (if any), a cellular phone number, and a home phone number. If a child is lost, we will make every attempt to contact you via this information.

It is a good idea to set up meeting places and times for children older than 12. Otakon suggests that you do not use the following locations as meeting areas: the Dealers Room, as it is constantly crowded and extremely large, and the video theaters because they are dark and also fairly large. We do suggest using landmarks, such as the grand staircase or the rainbow pillar in the Convention Center. Any of the Otakon Information Desks are also good meeting spots.

In the case that you cannot find your child at your designated meeting place, and you cannot establish contact, please notify an Otakon Information Desk attendant. Otakon wishes you and your children a safe and happy convention!

Dance at Otakon

Only Otakon members will be allowed into the dance. Valid Otakon 2026 Membership badges must be clearly displayed at all times within the dance area. Otakorp Inc. is not responsible for members' bags. This includes but is not limited to outside, beside, or near the entrance to the dance.

No bags (of any size) will be allowed in the Hall during dance hours. Empty plastic bottles will be allowed into the dance. Any other container types will not be allowed. No large costume props allowed. Pop-up Lockers are available on-site. No commercial grade photography or videography equipment is allowed. Please be considerate of the other dancers and REMEMBER, drink plenty of water!

NOTE: All other Otakon policies are enforced in the dance, such as disruptive behavior and swinging items attached to rope/string/ chains/etc.

18+ Rules

There are certain events at Otakon that are designated as 18+. Members who wish to attend these events must be at least 18 years old and MUST obtain a wristband from the wristband booth near Registration prior to the event. Please have your identification ready when obtaining your wristband. Otakon Staff will not be able to check identification at the door.

The 18+ Wristbands Booth closes at 1:00am on Friday and Saturday nights. It is best to get wristbands early in order to avoid potential delays or other unforeseen circumstances.

Photographs & Promotional Material Rules

Participants in Otakon or other Otakorp, Inc. events are granting their permission to be photographed or recorded by authorized Otakorp, Inc. individuals. By purchasing your membership, you inherently grant Otakorp, Inc. permission to use such images or footage for archival or promotional purposes.

Member Accessibility

Otakon makes every effort to accommodate the needs of our diverse membership. If you have accessibility concerns, please inform us so that we can let you know what accommodations are available. The Member Accessibility desk is located near the main registration area, on the left side of the Main Entrance Lobby. If you have any questions about the resources we provide, we encourage you to stop by and talk to us (or come by if you just want to say hello — we love hearing from our members!). Typically, the services we can provide are meant to help accommodate those with visual/auditory limitations, neurodivergence related to crowds or noise, or those with any mobility issues—including trouble standing for long periods. Please come talk to us if you feel you may need those accommodations.

For those who may need it, please come to the desk for more information about our ASL interpretation services. We also have a quiet room available in the WEWCC (Room 142). We understand that coming to our desk may be intimidating for some members (we don't bite, though) and so this room is open to the public. If you encounter any problems in the quiet room, please come to the desk or contact the closest staff member and ask them to call for Member Accessibility.

Member Accessibility does not provide medical providers/ professionals, medical services, or rent out medical equipment, such as wheelchairs. Please contact third-party vendors if you require any of these, or call 911 if in need of emergency services. We are also not a skip the line pass for events. We do our best to accommodate your needs, but you may still be asked to wait like all other attendees. We will make a reasonable effort to make sure that your experience is comfortable but please feel free to let us know how we can improve.

General Cosplay Rules

In general, no one will be permitted to be topless, bottomless or barefoot in convention spaces.

- Garments must cover all genitalia and nipples, and none should be visible through the costume.
- If a costume calls for a thong, g-string, pasties or the like, a bodysuit or leotard must be worn beneath it. Body paint, liquid latex, makeup, and/or pasties are not acceptable as coverage on their own.
- If a costume is significantly tight, items such as nipple shields and/or dance belts may be required to ensure proper coverage.
- Any apparel that depicts any sexual or violent content that is not suitable for all ages is not permitted.
- Any apparel with inflammatory or derogatory language is not permitted.
- Any apparel with hate speech or hate symbols is not permitted.
- Cosplays cannot replicate or impersonate official law enforcement, emergency services or military personnel uniforms, nor shall anyone be allowed to impersonate those individuals.
- Skates, rollerblades, wheeled shoes or other types of similar footwear are not allowed in convention space.
- Carts or wheeled props are not allowed in convention spaces. The only exceptions are for wheelchairs and other ADA compliant mobility devices, as well as strollers used to transport small children.

Signs at Otakon

While we understand the appeal of signs as ice-breakers and conversation starters, there have been too many complaints from other members about offensive content or signs that amount to little more than pan handling. No signs are permitted except for those signs that are an established part of a costume (i.e. the sign must be part of the standard "look" of the character, such as the sign carried by Genma the Panda from Ranma 1/2). Those members wishing to post notices or find other people should use the bulletin boards provided. Please note that signs asking for food, money, hugs, etc. are considered panhandling and signs offering to exchange any sort of sexual favor (kisses, hugs, glomps, etc.) are considered solicitation. Signs with offensive content are not allowed regardless of whether they are "in character."

Signs in violation of this rule will be confiscated. Repeat offenders will be considered in violation of the disruptive behavior rule. Please note that this rule applies to all types of signs, regardless of construction. Otakon staff decisions regarding signs are final.

Weapons at Otakon

Weapons policies at Otakon are for your (and others') safety, and include (but are not limited to) the following:

Non-Permitted Weapons

METAL WEAPONS ARE NOT PERMITTED in Otakon convention spaces without exception. This includes, but is not limited to:

- Swords, spears, axes, bayonets, knives, sai, throwing knives, darts,or shuriken. This is regardless of sharpness or if they are sheathed.
- This also includes metal cooking utensils such as forks, BBQ forks, knives, spatulas, tongs, frying pans, pots, woks or similar.

METAL OR WOODEN SPORTS EQUIPMENT IS NOT PERMITTED. This includes, but is not limited to:

- Bats, tennis rackets, golf clubs, or javelins.
- Bokken, shinai or similar practice weapons made out of metal or wood.

PROJECTILE WEAPONS OF ANY KIND ARE NOT PERMITTED. This includes, but is not limited to:

- Real or antique firearms, including replicas or decommissioned firearms.
- Real ammunition or ordinance, including shells, casings, or bandoliers.
- Airsoft guns, B-B guns, spring guns, blowguns, bowguns, bean shooters, slings, darts, or similar items.
- Stun guns, tasers, batons, mace, knuckle dusters/brass knuckles or similar self-defense items.
- Functioning bows, such as compound bows, crossbows or similar.
- Items that propel other types of matter, such as water guns, silly string, money guns, or confetti poppers.
- Confetti, glitter, or similar items are not allowed in general.

PADDLES ARE NOT PERMITTED:

- This includes BDSM or Yaoi paddles.
- Handcuffs are not allowed unless they have a safety release button.
- Real whips and riding crops are not allowed.

NUNCHAKU ARE NOT PERMITTED:

- Nunchaku are defined as two sticks or other bodies connected at their ends with a short chain or rope. Two sticks can be made of any material, or shape.
- Three-section staves are not permitted.

EXPLOSIVES or PYROTECHNIC CHEMICALS ARE NOT PERMITTED. This includes, but is not limited to, smoke powder, sparklers, or fireworks of any kind.

DRONES AND/OR RC CRAFT ARE NOT PERMITTED.

LASER POINTERS ARE NOT PERMITTED.

GLASS CONTAINERS ARE NOT PERMITTED. This includes, but is not limited to, glass soda/beer bottles, jugs, jars, cups, stemware, vases or similar.

APPLIANCES ARE NOT PERMITTED. This includes, but is not limited to, grills, air fryers, coffeemakers, electric kettles etc., even if they are not functioning and/or cannot be plugged in.

WHEELED VEHICLES ARE NOT PERMITTED. This includes, but is not limited to carts, wheeled props, skates or wheeled shoes. The only exceptions are for wheelchairs and other ADA-compliant mobility devices, as well as strollers used to transport small children.

If it is illegal in the District of Columbia, it is illegal inside Otakon convention space. Any illegal weapons will be reported to the appropriate authorities.

Permitted Prop Weapons

THE FOLLOWING PROPS ARE PERMITTED IN OTAKON SPACE:

- Staves, swords, and other items made out of wood, plastic, foam or other similar material as long as they are handled responsibly and meet all other criteria.
- Prop swords that are linked together by a rope or short chain as long as the rope/chain can be easily detached upon request.
- Resin, rubber, or 3D-printed guns with no moving parts that have a bright orange tip.
- Toy or water guns with no moving parts (including triggers, slides, pump handles, or removable ammo clips/magazines) are allowed as long as they have a bright orange tip.
- Prop bows may be carried in the convention space, provided they are NOT strung with authentic bowstring, and any alternative material used (e.g. twine, yarn, any other non-functioning material) is not attached to the bow in a taut fashion. Any prop bow should be strung in a way that makes it unable to fire a projectile.
- Any arrows, bolts or similar are allowed as long as they are not sharp, made of metal and conform to the prop rules in general.
- Plate and chainmail armor are allowed if there are no sharp edges, and it does not interfere with the owner's ability to move normally.
- Any chain must be less than three feet (3') in length regardless of material. This includes, but is not limited to, chain wallets and non-costume chains.
- Musical instruments and/or speakers that play music are allowed if the music is played at a respectful volume and is not disruptive to those around you.
- Toy, rubber, and plastic kitchen utensils or cookware are allowed.
- Toy kitchen appliances are allowed if they are not plugged in or operating on batteries.
- Props shall be limited to less than six feet, six inches (6'6") in height and less than fifty pounds (50 lbs) in weight.
- In general, props should not be sharp, difficult to handle, should not be a fire or tripping hazard, and should not be disruptive or obstructive to those around you.

Behavior With Weapons/Armor/Props

- If a prop becomes a hazard to yourself or others, Otakon or convention space staff may direct you to remove the prop from the premises.
- Misuse of a weapon, armor, or prop (such as swinging it in a public area or posing a hazard to others, as determined by staff) will result in the weapon or prop being deemed unsafe for the convention, and you will be asked to remove the item from the convention center.
- All props and weapons brought into the convention will be inspected for rule compliance by authorized Otakon staff and/or DC Metropolitan Police. Approval must be given for each Otakon event; having approval from prior Otakon events or from other events does not mean the prop is approved for the current event.
- Remember: Just because a staffer has not stopped you to check your item does not mean that the item is allowed. All decisions made by Otakon and/or the Public Safety Staff of the Walter E. Washington Convention Center are final.

This rule is subject to change at any time.

Autographs

Autographs are always a major highlight for attendees when attending a convention. The following will be Where to find them, How they work, What to do and some tips and tricks.

Official Autographs General Rules

- Otakon does not and cannot guarantee that any members (attendees) will receive an autograph from any particular guest.
  - Memberships will not be refunded due to the inability to obtain an autograph from any Guest.
- Be respectful and considerate of Guests, staff, and other members (attendees).
- Otakon reserves the right to make amendments to any autograph rule and to enforce these rules as necessary to maintain fairness, safety, and operational efficiency. We will strive to communicate any changes in a timely fashion.
- Members are not allowed to photograph or video record/live stream during autograph sessions, unless otherwise noted.
- Any members wearing action cameras (ie: GoPro, Osmo etc.) or glasses that allow video recording will be asked to remove them and placed inside their bag before being allowed in the Autograph Area.

1. Dealers Room / Industry Autographs Rules

- Guest appearances and autographs in dealers room are not scheduled by Otakon and refers to domestic or Western Guests.
- These Guests may sell merchandise, sign autographs, and offer other meet & greet services for a fee.
- For pricing and scheduling questions, please contact the staff at Guests individual booth.
- For members with accessibility ribbon, please speak to the Otakon staff in charge of the Guest's autograph session for guidance.
- Any non-official merchandise and personal items are subject to the Guest's approval.
- Guests reserve the right to decline any services at their discretion.
- Queuing is first come, first serve and there may be a line cap when needed for safety reasons.

1.1 Hours of Operation - Location: Hall B-C. Members will be allowed access to the Dealers Hall between opening and closing hours as specified in Guidebook; Guests appearances may follow different scheduling. Please check at each Guest individual booth for their appearance times.

Otakon Rules (cont.)

Official Autographs General Rules (continued)

2. Autograph Area / International Autographs Rules

- Any autograph sessions in the Autograph Area are free for all members. Exceptions include any merchandise being sold by the Guest, which will be communicated in advance.
- Otakon will utilize the Guidebook app's session reservation feature allowing members to reserve a spot for Autograph Area/ International autograph sessions to make a safer and more organized experience for both members and staff.
- Autograph rules are designed to ensure fairness, safety, and equal access for all members. These rules help manage limited session capacity and allow as many members as possible the opportunity to meet guests.
- Otakon reserves the right to cancel any reservation, deny entry, or restrict participation in autograph sessions if a member violates these rules or attempts to circumvent the reservation system. Staff decisions regarding rule enforcement are final.
- Otakon does not guarantee that members will receive an autograph from any Guest, even if you are registered for a session. This may come as a result of cancellations, scheduling constraints, or any issues beyond Otakon's control.

2.1 How to reserve a reservation in the Autograph Area session

- The date when the Autograph Area sessions reservations opens will be announced on official Otakon social media.
- Members should be registered to attend Otakon 2026 or plan to attend the day of the session before they can reserve an autograph session.
- Members will need to make a Guidebook account by downloading the Guidebook app to their mobile devices.
- Create an account or log in if members already have a Guidebook account. Members should use the same email address associated with their membership registration when creating a Guidebook account. If one email was used to purchase multiple badges, each member can use their own email if needed.
- Members should input full name (no aliases and initials) for verification purposes, this can be changed in the app settings.
- Search and download the "Otakon" guide or access the web version (links will be added when available)
- Open the Otakon guide and tap "Autograph reservations"
- Select the autograph session and click the icon to the right. The guide will confirm and turn to a "check" mark if successful in registering for the session.
- ***To give more members an opportunity to attend a session, members can not reserve or waitlist any sessions with overlapping schedule***
- There are limited reservations spots available for each session and registration will close once all reservations are taken. Once all reservations are taken, the waitlist will open.
- Members can remove their registration or waitlist spot at any time before the session's end time if they cannot make it to the autograph session.
- Make sure to turn on notifications for Guidebook to receive push notifications. If members are on the waitlist, this is the only way they will be notified if they are bump to reservation.

Members' emails and names will be collected and viewable only by Otakorp Inc and Otakon leadership. Any information collected will be used for internal operational purposes. Members under 13, please get parental permission to use Guidebook.

2.2 Reservation Integrity

- Members may maintain only one Guidebook account associated with their membership. Creating or using multiple accounts to obtain additional or duplicate reservations is prohibited.
- Members may not attempt to secure reservations using multiple devices, browsers, or accounts in a manner intended to bypass system limits or gain an unfair advantage.
- Otakon reserves the right to cancel any reservations obtained through such methods and members may be restricted from future autograph sessions.

2.3 Location and Hours: Ballroom C, check Guidebook for hours.

2.4 How to check in for the Autograph Area sessions

- Only members who registered for the autograph sessions will be able to line up (Exceptions are accessibility companions or guardians accompanying minors).
- Queues for Autograph Area sessions will open 15 minutes before the session start time. Members with reservation who arrive earlier will be asked to leave the area to prevent crowding and safety hazards.
- ***There are no walk-ins for Autograph Area sessions.**
- ***Loitering is not allowed in the Autograph Area, as it can create a potential safety hazard.**
- Please line up within the first half of the session start time or the session may be capped.
- Members will need to show their Guidebook session reservation screen to the Autograph staff, and they will guide members on where to line up.
- Once in line, please have the Guidebook QR code ready to be scanned. Members will need to log into their Guidebook account; from the main page, click the left menu, and it will be at the bottom.
- Please do not leave the line once the QR code has been scanned.
- Once the line space fills up, Autographs Staff reserves the right to cap the autograph line based on the session's capacity within the time allotted.
- Any rescheduling of sessions will be communicated as soon as possible via the official Otakon channels.
- Once you have received your autograph, please exit the Autograph Area promptly to help reduce traffic and ensure safety. If you are waiting for a companion or friend, please wait outside the Autograph Area.
- **Members on the waitlist will be notified of availability ONLY through Guidebook, There are no waitlist waiting areas/lines, please do not come to the Autograph Area unless notified via Guidebook.**

Some Guests may provide priority tickets or vouchers during their panels or as part of other Otakon promotions. If you receive one, present it to the Autographs Staff to be admitted.

2.5 Identification

- Some sessions may require members to check-in with additional ID.
- Accepted forms of ID include but are not limited to:
- A state driver's license, or a State-issued identification card, or a passport, or a Military ID, or a School Photo identification card.

2.6 Members with Accessibility Ribbon

- Please show your accessibility ribbon along with your reservation to an Autograph staff to be allowed to the front of the line.
- If your companion is standing in line with you, they must have their own reservation to receive an autograph.
- Companion members cannot stand in the front of the line alone.
- For additional accessibility inquiries, please contact the Accessibility Members desk on-site at Otakon or online by the help desk.

2.7 What Will Be Signed:

- Guests during Otakon autograph sessions will sign one (1) item per member during their session. Any changes will be communicated by signage or verbally by the Otakon Autographs Staff in charge.

Permitted items:

- Otakon program book, autograph boards or shikishi, and other blank paper items.
- Officially licensed merchandise for which guests are credited, some exceptions will be stated if needed.
  - Any apparel, clothing, and towel items to be signed should be unworn and clean. This will also be at the discretion of Otakon Autographs Staff and Guests.
- Other items restrictions for guests autograph sessions will be posted on the Guidebook schedule.
- Some Guest sessions may only be autographing promotional items they are providing, which will be at no charge to the member. In such situations, staff will do their best to communicate this in advance. We ask that members respect these circumstances and refrain from requesting any other items to be signed.
- Please check with the Autograph staff if items below are permitted before the session start:
  - Official adult or explicit merchandise, handmade items, or fanart and doujin items.

Prohibited items:

- **No Funko Pop figures, including their packaging, will be accepted for autographs by international Guests.**
- Bootleg, unlicensed merchandise, or material for which Guests are not properly credited.
- Body Parts.
- If you're uncertain about a particular item, check with the Autographs staff in charge of the session. Otakon Autograph staff may reject any item deemed unsuitable for autographing at their discretion, and such decisions are final. We recommend that members prepare an alternative item for an autograph in case of rejection, e.g., the Otakon Program Book.
  - **Members who disregard staff decisions and ask Guests directly to sign prohibited items will result in removal from the Autograph Area and restriction from other autograph sessions.**
- Otakon will try to the best of its ability to list any item restrictions for each Guest session in Guidebook. These restrictions may change, and the Autograph staff will communicate updates as needed, including at the session.

2.8 General Etiquette

- Keep Guest interactions brief to allow all members a fair opportunity to meet the Guest.
- Do not touch, hug, or give handshakes to the Guests unless the Autograph staff has indicated it is allowed.
- Please ask the Autograph staff if Guests are accepting notes or gifts; do not hand them to the Guests directly. Any notes or gifts should be presented to an Autograph staff member to review. Absolutely no food or drink will be accepted.
- Do not request excessive personalization, sketches, etc., unless the Guest offers.
- Please prepare any personal items to sign before reaching the Guest's autograph table. (i.e., removing the plastic wrap, having the item opened to where you want the autograph).
- Personalization (your name) may be required for the autograph; if so, Autographs Staff will provide a sticky note or note card for you to write out your name. Please write legibly and in block capital letters. Do not use any inappropriate nicknames/aliases.
- Photo and video recording/ live streaming are not permitted in the Autograph Area unless stated otherwise.
- Some Guests will be autographing in a group; please keep in mind that it is polite to get autographs from everyone in the group.

2.9 VTuber/Virtual Guests Meet & Greet Sessions

For an opportunity to attend virtual guests meet & greet sessions, members should follow the same guidebook reservation instructions as international autograph sessions.

3.Guests with VIP Sessions

Instructions for VIP sessions will be given to VIP tickets holders via email.

4. Conduct

While in the Autograph Area, all convention, local, state, and federal rules, policies, and laws apply. Convention rules can be found online on the Otakon website.

4.1 Membership Badges - Otakon membership badges must be worn at all times.

4.2 Substance Use

Smoking, including vapes or electronic cigarettes, or use of alcohol or drugs while in the convention center will not be tolerated. Violations will result in removal from the Autograph Area and convention with no refund.

4.3 Behavior

- Please refrain from running, screaming, yelling, horseplay, or obscene language; all are expected to be courteous and polite to one another, the staff, and other convention attendees. Abusive and disrespectful behavior will not be tolerated. Violations may result in removal from the Autograph Area and/or restriction from future autograph sessions.
- Any unacceptable behavior towards a staff member will result in immediate removal with no refund.

5. Changes to the Autograph Rules

There are NO exceptions to any rule unless expressly stated. Autograph Staff, Otakorp Inc., and Otakon reserve the right to modify rules at any time without prior notice.

As a reminder, the Autograph staff will consistently monitor and patrol the Autograph Area for policy and rules violations. Any and all observed and reported violations will be investigated. A single violation of the convention and Autograph rules and policies can potentially result in the member being removed from the Autograph Area and the convention at the discretion of the Department Head.

If an individual is removed, they forfeit all fees and will receive no refund for their membership. Additionally, for the safety of Otakorp Inc. and Otakon staff, conversations between yourself and Otakon staff may be recorded by Otakon.

*** These rules are subject to change at any time. ***

Code of Conduct

Purpose

Otakorp is a 501(c)(3) non-profit educational organization run entirely by volunteers. This code of conduct outlines our expectations for all those who participate in our events, meetings, corporate business, and community social media, as well as the consequences for unacceptable behavior. We are committed to providing a friendly, safe and welcoming environment for all, regardless of gender, identity, age, sexual orientation, ability, ethnicity, socioeconomic status, and religion (or lack thereof).

We expect all those who participate in Otakorp to help us create safe, friendly, and positive experiences for everyone. If you see someone who is making an extra effort to ensure our community is welcoming, friendly, and encourages all participants to contribute to the fullest extent, we want to know.

Code of Conduct

Your cooperation is needed to ensure Otakorp, Inc. events and communication channels are a safe and family-friendly environment. Disruptive behavior or harassment of any sort is not tolerated. Violations of our Code of Conduct may result in actions such as, but not limited to:

- A private discussion of behavior with the appropriate parties
- Forcible ejection from the event
- Revocation of your membership in Otakorp, Inc.
- Ban from online participation and/or future events

1. Expected Behavior

The following behaviors are expected and requested of all Otakorp, Inc. volunteers and participants:

- Participate in an authentic and active way. In doing so, you contribute to the health and longevity of this community.
- Exercise consideration and respect in your speech and actions. Attempt collaboration before conflict.
- Refrain from demeaning, discriminatory, or harassing behavior and speech. Be mindful of your surroundings and of your fellow participants.
- Alert Otakon Staff if you notice a dangerous situation, someone in distress, or violations of this Code of Conduct, even if they seem inconsequential.
- Remember that community event venues may be shared with members of the public; please be respectful to all patrons of these locations.

2. Unacceptable Behavior

The following list of behaviors provide examples of what is considered unacceptable within our community. Unacceptable behavior includes, but is not limited to:

- Violence, threats of violence or violent language directed against another person.
- Sexist, racist, homophobic, transphobic, ableist or otherwise discriminatory jokes and language.
- Posting or displaying sexually explicit or violent material (excluding designated 18+ content, panels, etc).
- Posting or threatening to post other people's personally identifying information ("doxing").
- Personal insults, particularly those related to gender, sexual orientation, race, religion, body type, or disability, etc.
- Heckling
- Public inebriation/intoxication
- Non-consensual photography or recording (excludes Otakon's official Con Coverage Photographers)
- Non-consensual physical contact. You need to have someone's consent before touching them.
- Unwelcome sexual attention. This includes: sexualized comments or jokes, inappropriate touching, groping, and unwelcomed sexual advances.
- Sustained disruption of community events, including talks and presentations at meetings and conventions.
- Continuing to engage in such behavior after you have been asked to stop.
- Anything that is illegal in the community is also illegal at our events.

3. Consequences of Unacceptable Behavior

Anyone asked to stop unacceptable behavior is expected to comply immediately. If a member engages in unacceptable behavior, Otakorp may take any action they deem appropriate, up to and including a temporary ban or permanent expulsion from participation, without warning (and without refund in the case of a paid event).

4. Reporting Guidelines

If you are subject to or witness unacceptable behavior, or have any other concerns, please notify an Otakon staff member as soon as possible. At a convention or event, locate an Otakorp Volunteer Staffer. If you need assistance locating them, they will typically be wearing a black shirt labeled "Otakon Staff" and they will be wearing a staff badge. Otakon Staff will escort the person in distress to a safe space (quiet room, Access Control, Staff Support, etc).

If you wish to report online, you can contact us via otakon.com/help. If the incident occurred on our Discord, you can flag the message as inappropriate to our moderators.

5. Addressing Grievances

If you feel you have been falsely or unfairly accused of violating this Code of Conduct, you should notify us with a concise description of your grievance. You can contact us via otakon.com/help. Your grievance will be handled in accordance with our existing governing policies.

6. Scope

We expect all community participants (contributors, paid or otherwise; sponsors; and other guests) to abide by this Code of Conduct in all community venues–online and in-person–as well as in all one-on-one communications pertaining to community business.

Limitations: Code of Conduct violations occurring outside of official Otakorp, Inc. events or online spaces cannot be enforced by Otakorp, Inc.; situations of this nature might require engagement of law enforcement by the individual. Examples include, but not limited to: stalking, drugs, weapons, restraining orders, assault (sexual or otherwise).

7. Volunteers

Otakorp is a 501(c)(3) non-profit educational organization run entirely by volunteers. As a volunteer for Otakorp Inc., you are expected and required to conduct yourself in a professional and business appropriate manner at all times while representing the organization. Harassment of any kind will not be tolerated. Violations of Otakorp policies or the code of conduct will be handled according to the Disciplinary Policy and may be considered grounds for possible and immediate dismissal.

8. Contact Information

You may contact us about this code of conduct via otakon.com/help.

Portions of text derived from the Django Code of Conduct, the Citizen Code of Conduct, and the Geek Feminism Anti-Harassment Policy.

Approved by the Otakorp, Inc. Board of Directors, April 30, 2026.

Magic Knight Rayearth

Otakon Stamp Rally

Grand Lobby Info Desk

L-Street Bridge Info Desk

L-Street Lobby Info Desk

Marriott Marquis Info Desk

LARP

Art Show

Fashion District

Makerspace

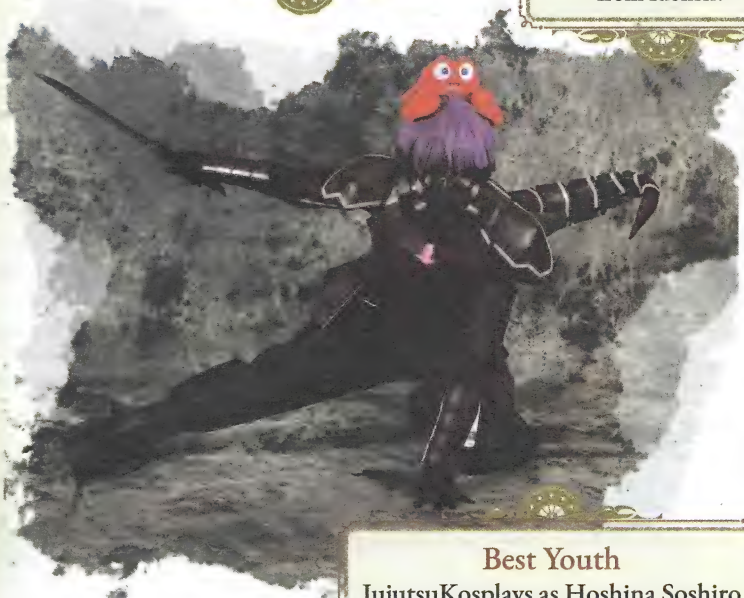
The Guild Hall (Final Stamp)

Hall Costume Contest 2025 Winners

1st Place, Novice
T0a5t3d as Coco
from Witch Hat Atelier

Best in Show
Jennifer as Kujo Tenn
from Idolish7

1st Place, Craftsman
Reveille as Kaedahara Kazua
from Genshin Impact



Best Youth
JujutsuKosplays as Hoshina Soshiro
from Kaiju No. 8

1st Place, Journeyman
Bara Tsuyu as Lisa
Valiant Regality as Yukina
10hyod0 as Rinko
from BanG Dream!'s Roselia in Sage der Rosen

Events & Attractions

WEWCC Marriott

Opening Ceremonies

Friday, 12:00PM Noon

Main Events, Level 3 - Ballroom A/B

Please join us as we kick off Otakon with style! We will have guests, previews of events, and maybe even a gundam! Wait we just heard the gundam budget was cut, but there will be a t-shirt cannon! We hope to see you all here.

Closing Ceremonies

Sunday, 3:00PM

Main Events, Level 3 - Ballroom A/B

It is always sad to say goodbye, but join us as we honor our contest winners, thank our guests and learn some of the magical details about next year's event!

Information Desk

Almost Everywhere

Think of this as your one-stop source of information. If we don't know the answers to your questions we will be able to find someone who does.

Panels

Various Rooms

Otakon proudly features an extensive track of fan-based panel content that ranges from professional educational content to game shows and fun informational discussions and performances and presentations. Panels is excited to bring old favorites and the newest of new content to Otakon every year.

Dealers Room

Lower Level - Hall B,C

Operational Hours:

Friday	12:00pm	-	8:00pm
Saturday	10:00am	-	7:00pm*
Sunday	10:00am	-	3:00pm

** This is not a typo. Before 2025, the last time the Dealer's Room closing time changed was when Bill Clinton was President.*

Come satisfy your capitalist urges in Otakon's Dealers Room! Vendors in the Dealers Room sell a variety of anime-related and Asian pop culture merchandise, as well as Otakon merchandise to immortalize your weekend of otaku-tinged joy.

Please Note: We've learned from experience that planning to meet your group of friends in the Dealers Room is a needle-in-haystack proposition, so please make plans to meet somewhere less gigantic.

Artist Alley

Lower Level - Hall A

Operational Hours:

Friday	**Saturday**	**Sunday**
1:00pm - 9:00pm	11:00am - 9:00pm	10:00am - 3:00pm

The Artist Alley at Otakon is a chance to meet hundreds of artists and experience their work up close. A wide variety of talent can be found here, making this a great opportunity to get a heads up on the artists of tomorrow and a chance to get close

Artist Alley Continued

to the ones of today. So come see your favorite artists, crafters and web comic creators up close, and see how they create the things you love. With many works for sale and artists taking commissions, you never know what goodies you'll walk away with.

Adventurer's Guild Hall

Grand Lobby - Salon A, B

Visit the Adventurer's Guild Hall to start your weekend long adventure hunting for monsters for prizes. Located opposite Registration in the WEWCC Grand Lobby.

Otakon Dollhouse

Mt. Vernon Square, Marriott Marquis - M3

Otakon is proud to present our first doll exhibit and contest! Visit the Otakon Dollhouse in the Marriott Marquis level M3 and bring your dolls for an exclusive scene for pictures, and vote for your favorite dolls!

Build-a-Blinkie

Level 1, Room 153

Operational Hours:

Friday & Saturday	11:00am - 7:00pm
Sunday	10:00am - 2:00pm

Build-A-Blinkie is the latest addition to Otakon's STEM-related educational and crafting track. These special workshops are designed to introduce crafters of every age to basic electronic soldering. Swing by to purchase a kit and get hands-on teaching from an expert!

Workshops

Multiple Rooms

Let your creativity spark within the Otakon Workshops track! Whatever way that you express yourself, you will find a home in Workshops. These interactive events will help you learn a new skill or hone your existing talents no matter your age or experience level.

The Workshops track includes interactive and hands-on content. Included in our programming are classroom-style events, dance events (covering everything from KPOP and anime workouts to cultural dancing), workouts, game shows, and cultural education. Our classroom inspiration covers a multitude of artistic media where you get to make nerd-inspired crafts or learn a new skill.

New for 2026 is Advanced Workshops 4 for unique crafting experiences! Space is limited and some events require tickets.

Workshops programs are a great destination for those looking to get inspired in the company of other creative Otakon attendees. So let's have fun together!

Events & Attractions

Hall Costume Contest

Level 1 - Room 159

The Hall Costume Contest is our cosplay craftsmanship competition. If you would like to participate and either did not pre-register or were put on the waiting list, limited spots will be available on a first-come-first-served basis in Room 159A between 10:00am - 10:45am Friday or 9:00am - 9:45am Saturday. You can also check out some of the competitors at the catwalk during the Masquerade Saturday evening.

Lyra's Formal Ball

Friday, 8:00PM - 11:00PM

Club OTA, Marriott Marquis - M4

Prepare for an evening of cosplay, music, and dancing. We look forward to seeing everyone dressed to the nines!

In general, clothing should be modest, not skin tight, and not reveal a large amount of skin. It should also not drag on the floor with a long train. Think of what a person or character might wear to a formal event like a wedding or prom. Crossplay is welcome as long as the attire is appropriate for the character being portrayed. Accessories like top hats, canes (that meet our weapon/prop rules), or hand fans are welcome. Full dress code rules are online.

Cosplay Coordination

Level 2 - Hall D,E

The Otakon Cosplay Coordination department is back for another year to help facilitate and promote cosplay photoshoots!

If you're planning to cosplay, stop by and check out the schedule to find photoshoots that match your fandom interests. From anime and manga to video games and more, there's something for nearly everyone listed in the guide.

All photoshoots are free to join for any attendee! Whether you're in costume or simply want to admire the creativity, meet fellow fans, or take some photos.

We're also proud to once again offer dedicated sets for smaller photoshoots. And new this year: visit our area to have a Polaroid taken by one of our staff members and receive a unique photo-card holder to go with it!

Cosplay Rescue

Level 1 - Room 102B

Operational Hours:

Friday & Saturday	9:30am - 7:00pm, last call at 6:30pm
Sunday	9:30am - 12:00pm, last call at 11:30am

The Cosplay Rescue staff is prepared to fix almost anything and everything that comes through the door in Room 102B. We can handle hot glue failure, worbla re-shaping, makeup smudges, wig wandering, popped seams, fabric tears, snapped

Cosplay Rescue Continued

staffs, acts of Cthulhu, and logistical restructuring of costumes that defy the laws of physics and fabric. Cosplay Rescue has dressing rooms and disposable gowns for more sensitive repairs. Not sure if Cosplay Rescue can handle your repair? Our front desk staff can provide you with the short list of items we will not take due to convention rules. Cosplay Rescue is always free of charge.

New for 2026: Cosplay Rescue is now offering a limited self-help station for cosplayers who would like to repair their items. Items include assorted tapes, scissors, hand-sewing kits, safety & bobby pins, and other repair options on a first-come, first-served basis. Please see our front desk to check in first before using the self-help station. If you are a cosplayer and need other supplies not available in the self-help station, or you would like hands-on assistance, our repair staff are available to further assist. The last call for walk-ins to start using the self-help station will be an hour before closing time.

Manga Library

Level 2 - Room 209

Operational Hours:

Friday	10:00am	-	10:00pm
Saturday	10:00am	-	10:00pm
Sunday	10:00am	-	3:00pm

Check out our manga collection here!

https://bit.ly/3GEN5ln

The Manga Library, is a great place to read that manga that you've been meaning to check out. With hundreds of volumes of manga on the shelves you're sure to find something that will interest you. Librarians will be on hand to answer any questions that you might have. Just as some say the book is always better than the movie, there are some that say the manga is superior to the anime. Now's your chance to find out!

Not interested in reading but want to test your language skills? Come try our language activities (available in Japanese and Korean) for a chance to win a sticker!

Manga Library Book Swap

Sunday, 10:00AM - 1:00PM

Level 2 - Room 209

Join us Sunday, August 2 from 10 AM - 1 PM for our second annual manga book swap! Bring your own manga and be ready to swap manga for manga (or manhwa for manhwa) from a curated table. It will be located outside the Manga Library in Room 209 of the WEWCC.

Cosplay Masquerade

Saturday, 6:00PM

Main Events, Level 3- Ballroom A, B

Competitors ranging from enthusiastic novices to seasoned veterans hit the stage with costumes, dance, dramatics, humor, and more. See what stories, or shenanigans, your fellow attendees have put together in their skits for you! Featuring a catwalk of the amazing crafting participants from Hall Cosplay!

Events & Attractions

WEWCC Marriott

Fashion District

Marriott Marquis - M2 Salon 12-13

Operational Hours:

Friday	10:00am	-	7:00pm
Saturday	3:00pm	-	9:00pm
Sunday	10:00am	-	3:00pm

The Fashion District will close during the Fashion Show and re-open after the show is finished.

The Fashion District is home to our fashion HQ! Tucked away in a quiet corner, come relax, socialize, and have fun with fellow lolita and J-fashion enthusiasts. There will be a handful of limited seating workshops available throughout the weekend, some with signups online ahead of time.

AMV Contest

Level 2 - Room 202

Join us for a two hour showcase of outstanding Anime Music Videos (AMVs) from talented creators around the globe! Help vote for the audiences' favorite AMV on Friday and/or Saturday. Ballots will be available at each screening. Results will be announced during the "AMV Contest Winners" panel on Sunday.

AMV Fight Club

Saturday, 5:45PM

Level 2 - Room 202

First Rule of AMV Fight Club: Tell everyone about AMV Fight Club! Two editors will enter, each bringing their own unique video source along with a secret source provided by our host. These two editors will have two hours to edit a theme chosen by YOU, our audience. But don't worry, you won't just be watching them edit! We will also have entertainment, including AMV interactive games and contests! Join us in all of the fun and see who will be our next winner.

Ota-Chan

Level 1 - Room 149

Operational Hours:

Friday	**Saturday**	**Sunday**
9:00am - 8:00pm	9:00am - 8:00pm	9:00am - 1:00pm

Ota-chan is back this year for a whole new year of fun and brand new programming! Ota-chan is a room for kids and the kid in all of us. Throughout the convention, this room will host activities including craft and project tables, anime movies, and fun galore! There is also space to get away from the hustle and bustle of the convention and enjoy some quality family time with some Anime inspiration. Kid-oriented Workshops and events are returning this year, so look in the schedule to see all the Otachan events. These events are geared specifically for kids 8 and under and their families.

Please Note: Parents are responsible for staying with their children. Besides, if you leave, you'll miss all the fun!

Lost & Found

Grand Lobby, Level 1 - Room 102A

Operational Hours:

Thursday	**Friday, Saturday**	**Sunday**
3:00pm - 10:00pm	8:00am - 1:30am	8:00am - 3:00pm

Have you lost or found an item? Please visit the Otakon Convention Lost and Found department to file a form for your lost item or to turn in a found item. We are dedicated to assisting the members and staff when they have either lost or found an item.

Live Action Role Play (LARP)

Shaw/LeDroit Park, Marriott Marquis - M3

LARP is a combination of improvisational acting and a set of rules for situations that would be unsafe to act out. In this LARP you take on the role of an anime character in a setting that we have designed. Along with the other players you will create a weekend long crossover fanfiction. You do not need any special props, tools, or costumes, just an imagination and a willingness to interact with others. The LARP mainly takes place in a designated area within the convention center. While the LARP runs throughout the weekend, you can participate as much or as little as you desire. Here is a preview of this year's story:

The Emperor calls all those of influence to the meeting of the Clans and Grand Tournament; the champion of which is to wed the princess.

The agendas of the five clans are on the rise! The Light Clan stands apart. The Holy Clan is poised to find a new leader to advise the emperor. The Dark Clan fights to clear its name. The Tower Clan pursues the mysteries of Alchemy. The Craft Clan seeks to build a better world. While the Clans scheme, the threat of the Dungeon rises.

Character pickup and early registration is from 12-2pm on Friday. Opening meeting begins at 3pm on Friday, followed by the start of game. People may pick up characters/start play at any point until the room closes Saturday.

LARP Operational Hours:

Friday		
12:00pm -	2:00pm	At-con character selection and Pre-Reg Pickup
3:00pm -	4:00pm	Meeting to Review Setting and Rules
4:00pm -	12:00am	Open Play
Saturday		
9:00am -	5:00pm	Open Play
5:00pm -	7:00pm	Dinner Break
7:00pm -	12:00am	Open Play
Sunday		
9:30am -	3:00pm	Open Play & End Meeting

Events & Attractions

Video Rooms

Level 1 - 147A and 147B

There's nothing quite like watching your favorite shows and movies on a large screen, surrounded by fellow fans who share your passion. Feel the excitement and camaraderie as you immerse yourself in exclusive screenings, classic favorites and the latest hits from Asia. Check the room schedules for information and see what our team has curated for this year!

KPop Showtime

Saturday, 7:30pm - 9:30pm
Featured Events, Marriott Marquis - M2 Ballroom

Calling all K-pop fans! KPop Showtime is back! Come watch dancers from across the US compete for the title of Otakon's KPop Showtime all-star as judged by our special guests and you! Whether you're into Gen 2 K-pop or current, our amazing performers will keep you screaming for more.

Otaku Dance

Saturday, 9:00PM - 2:00AM
Club OTA, Marriott Marquis - M4

The Otaku Dance occurs from 9:00pm to 2:00am Saturday night. If you like loud music, a great crowd, and dancing all night, this is where you want to be! Please be aware that no bags are allowed in the dance.

Otaku Dance General Information & House Rules:

Be polite, and please remember:

- No bags (of any size) will be allowed in the hall during dance hours. Please consider utilizing Pop-Up Lockers ahead of time.
- No large costume props allowed
- Must have a valid Otakon badge to enter dance
- Water stations (free) will be available throughout the room
- No bottles will be allowed into the dance
- No commercial-grade photography or videographer equipment

Additional Rules for Otaku Dance:

- Must display badge at all times within the dance
- No glow sticks on strings (to avoid potential injury)
- No excessive public displays of affection
- If you are under the influence of ANY substances, you will be asked to leave
- No fighting
- Hula hoops can only be used provided space is available, and may or may not be permitted into the event
- R.O.A.R. == Right Of Absolute Refusal
- No re-entry into Marriott M4 after 1:00am.

Member Accessibility

Grand Lobby, Level 1

The Member Accessibility Desk is located near registration on the left side of the Main Lobby Entrance. We're here to address questions you may have about accessibility-related concerns. We want all of our members to have a great Otakon 2026! Stop by to ask about the Quiet Rooms, solicit the services of an ASL interpreter, or just to say hello!

Art Show & Live Auction

Level 3 - Ballroom C

Stop by to see exquisitely crafted pieces and beautifully created artwork offered by our members. Register as an artist and/ or bidder, or stop by to peruse the fine wares offered by our members. Exciting live auction held Sunday at 11am sharp.

Operational Hours:

Art Show/Silent Auction

Friday	10:00am	-	10:00pm
Saturday	10:00am	-	9:00pm

Live Auction	**Art Pick-up**
Sunday 11:00am	Sunday 11:00am - 2:00pm

Artwork and Online Bidder Registration:

Thursday	Artwork registration:	11:00am	- 8:00pm
Friday	Artwork registration:	10:00am	- 10:00pm
	Bidder registration:	1:00pm	- 10:00pm
Saturday	Artwork registration:	10:00am	- 2:00pm
	Bidder registration:	10:00am	- 8:45pm

Registered bidders can place Silent Auction bids online at any hour.

Host Club Show

Friday & Saturday, 8:00PM - 1:00AM
Salon C, Level 1

Looking for something to do in your evenings here at Otakon? Coming back by popular demand, Otakon has its very own host club! Join our hosts and hostesses for 1 hour (or more!) of conversation, company, and entertainment curated for your satisfaction. This interactive experience is for attendees ages 18 and up. You may even share a drink with your lovely hosts and hostesses, including alcoholic beverages sold within our space, but that does require proof of the minimum legal drinking age of 21! Tickets are available online.

Lolita Try-On

Marriott Marquis M3 - Chinatown Room

Operational Hours:

Friday	Saturday	Sunday
10:00am - 5:00pm	10am - 11:30am, 3pm - 5pm	10:00am - 1:30pm

Our designers have gathered a collection of Lolita garments to help newbies see things up close, ask questions, and even try on an outfit! We'll have a backdrop for pictures, a place to hang out and ask questions, and a variety of sizes. Tickets are available online.

Fashion Show

Saturday, 12:00PM Noon
Featured Events, Marriott Marquis - M2 Ballroom

Join us for our Otakon 2026 Fashion Show! This year we have

Events & Attractions

WEWCC Marriott

International Autographs

Level 3 - Ballroom C *(New Location!)*

Get an opportunity to attend meet & greets with Otakon international and virtual Guests and have something signed! Please join the sessions reservation or waitlist via the Guidebook app, sorry no walk-ins!

Note: Domestic Guests autographs are located in the Dealers Room area.

Community Dance

Club Ota - Marriott Marquis - M4 Liberty

Club Ota is opening its doors for the dance community all weekend long! Join a variety of Random Play Dances and other Dance Gatherings and celebrate your love of Kpop, Jpop, anime music and more together!

Visual Novel Escape Room

AMV Theater, Level 2 - Room 208

Axel and Mira are back with a new investigation at the con! You're a new recruit to the Mechatronic Errors Safety Squad (MESS): a special division that investigates robot malfunctions. A robot went haywire at an idol performance, and MESS is sending you in to figure out what happened and who was behind it.

In this one-of-a-kind experience, visual novel characters Axel and Mira are depending on you to solve puzzles in the physical room around you.

Can you figure out who was behind the glitch at the con?

Fashion Tea Party

Sunday, 11:00AM - 1:00PM

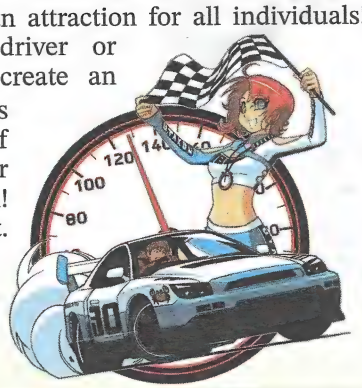
Club Ota - Marriott Marquis - M4 Liberty

Otakon is proud to present our first doll exhibit and contest! Visit the Otakon Dollhouse in the Marriott Marquis level M3 and bring your dolls for an exclusive scene for pictures, and vote for your favorite dolls!

Otamota Car Show

Level 2 - Hall D

The Otamota Car Show is an attraction for all individuals! Whether you're a daily driver or gearhead, our goal is to create an environment that facilitates learning through a fusion of Asian and American car culture, and of course fun! Drift by Hall D to check it out.



New!

Manga Library Pop-up Shop!

Located in Dealer's Room, Booths #1343 and #21

Operational Hours:

Friday	Saturday	
4:00pm - 8:00pm	10:00am - 12:00pm	4:00pm - 6:00pm

Support the Otakon Manga Library by visiting our brand-new pop-up booths in the Dealer's Room!

Check out Bada's Bargain Books in Booth #1343 from Friday 4 - 8 PM and Saturday 10 AM - 12 PM to purchase discounted gently used manga and manhwa.

If you're interested in more adult content, check out the Horny Crabby at Booth #21 on Saturday from 4:00 - 6:00 PM to peruse discounted mature doujinshi and manga.

All proceeds return directly to Otakon to support future programming! The hours and inventory are limited, so be sure to stop by!

Maid Café

WEWCC
Grand Lobby, Salon C

Moe Bay Café (Otakon Maid Café)

Brave adventurers, your journey has led you to a place of warmth and wonder!

Step into the Maid Café and leave the dangers of the realm behind. Our devoted maids and butlers welcome heroes, mages, rogues, and royalty alike with enchanting performances, interactive games, and magical hospitality.

Whether you're resting between quests or celebrating your latest victory, gather your party and join us for an unforgettable adventure. Your table - and your next tale - awaits!

The Adventurer's Rest

Before your quest comes to an end, stop by the Maid Café for one last magical gathering! Join our maids and butlers on Sunday from 12:30 PM to 2:00 PM for a free, relaxing meet-and-greet filled with conversation, photos, and fond farewells as we celebrate an unforgettable weekend together. Whether you're a seasoned hero or a first-time adventurer, all are welcome to unwind at our guild hall.

One for All

This is a family-friendly event. Tickets available online. Seating is limited - buy your ticket early to join in the fun! Queue forms 15 minutes before showtime.

Rules of the Café:

- No flash photography or cellphones during the shows. Photo ops will be provided within the cafe; no outside photos permitted.
- Don't offer or request personal/contact info.
- Don't touch, harass, or stalk the performers.

OtaKaraoke

Marriott
M3, Judiciary/Gallery

Operational Hours:

Friday	Saturday	Sunday
11:00am - 11:00pm	10:00am - 11:00pm	10:00am - 2:00pm

Come decompress at the OtaKaraoke, where you can hang out or perform. The stage will be open most of the convention for open-mic karaoke, and we'll have tables provided for mingling and eating.

How to Sign Up:

1. **Pick your song.** We have songbooks listing the karaoke tracks we have on-hand. You can sing other songs too, but you need to have it with you, or it needs to be on YouTube.
2. **Sign up to sing.** Sign up slips are at the front. We need:
   - Your name(s): Enter the name(s) of all people who will be singing the song.
   - Music source: "Otacafe" means that we have the song listed in the songbooks (Song will be a karaoke version).
   - Lyrics needed: Romaji means a phonetic guide for Japanese lyrics in roman letters. Kanji means Japanese characters.
   - Additional information: It's also helpful if you can provide additional information such as:
     - *Do you want the short version of the song?*
     - *Do you want to sing to a karaoke version or vocal version?*
3. **Take your number.** Take the number slip with the same number on it as the signup slip you signed up on.
4. **Wait to sing.** Enjoy the other performances as you wait to sing!
5. **Sing!** When we call your number/name, come up and perform! If you're providing a music playing device, please remove the cell phone case and turn the volume up to 100%. Also have it playing and paused at the beginning of the song.

Rules:

- **You may sign up to sing only one song at a time.** If you are currently signed up to sing a song, you may not sign up again until you've finished singing that song. This rule also pertains to singing with another person.
- **We allow songs from anime, video games, and Japanese and Korean artists.**
- **Any songs sung in English must be kept PG-13.**
- **Song length limit is six (6) minutes.** It's okay to sing a longer song, but we'll need to stop playing it at the 6-minute mark.
- **Three [3] people maximum on stage at once.**
- **No Jumping on or off the stage, roughhousing, or mic dropping.**
- **Be respectful to the performer(s) on stage; keep any prolonged conversation to the tables in the back, and do not film or photograph without consent.**

Makerspace

WEWCC
Room 145A

Service Operates Continuously:

Friday	9:00am	-	9:00pm	*18+ Event: 10:00pm - 12:00am*
Saturday	9:00am	-	8:00pm	*Makerspace at Night: 8:00pm - 12:00am*
Sunday	9:00am	-	12:00pm	

Do you enjoy hands-on crafts but don't have much time in your busy convention weekend to attend a full-length workshop? Are you interested in expressing your love of anime, manga, or Asian culture through open-ended, self-guided projects?

The Otakon Makerspace is a space where people of all ages can build countless crafts using a wide variety of supplies — many of which have been generously donated, recycled, and repurposed. Choose from dozens of themed creative challenges in our handy guidebooks, or challenge yourself to experiment and create an original project from scratch! Make memories and work together with friends or fellow attendees to make a truly unique work of art! Take part in our weekend-long featured projects, from teru teru bozu to omamori charms, and create at your own pace in a relaxing environment filled with music and opportunities to display and photograph your work!

This year the Makerspace is the Crafting Guild Hall of your dreams. Choose your weapon and create your very own wand or sword. Design a Clan Crest, and make your own bag of holding. Once you've finished preparing for your adventure, add your Clan Crest to the Makerspace Mascot of your choice outside on our battle board to decide which Makerspace chibi will come out on top!

Looking for fellow crafting hobbyists or to learn a new skill? Check out our Expert Hours and Crafting Meet-up Area at the back of the Makerspace!

Makerspace At Night

An all-ages glow-in-the-dark space with special crafts and nighttime decor. Come be a part of a unique community of people, along with a hand-selected expert to help guide you through your creative endeavor! Look for these specialized programming slots within Makerspace during Otakon 2026!

Makerspace 18+

New to the Makerspace this year on Friday Night, once the Makerspace normal hours end, a 2-hour adults only orientated programming will be available. Come craft and create your NSFW art to your hearts content.

Idol Festivals

Cosplayist Idol Festival

Friday, 12:30PM - 2:30PM
Featured Events, Marriott Marquis - M2 Ballroom

Otakon's idol festival merging fandom and idol culture that brings your favorite anime and virtual idols to life!

AniBeat Idol Festival

Saturday 4:00PM - 6:30PM
Featured Events, Marriott Marquis - M2 Ballroom

Otakon's flagship idol concert that started it all! Catch several talented independent kaigai idols take the stage along with this year's music guests Seastar and Phoebe!

Now Presenting: Idol Festival

Sunday, 11:00AM - 1:00PM
Featured Events, Marriott Marquis - M2 Ballroom

Say you "saw them first" as the next generation of kaigai idols make their debut!

Idolspace Stage

WEWCC Level 2, Room 206

Calling all idols fans, the Idolspace Stage is the place for you! Wotagei (cheer!) your heart out while you watch a variety of kaigai idols take the stage all weekend long!

Music

Odottemita Showcase

Friday, 10:00PM - 11:00PM
Featured Events, Marriott Marquis - M2 Ballroom

Odottemita (踊ってみた), (literally "I tried dancing") is a dance culture celebrating the fun and accessibility of recreating or reinterpreting dance from anime, comics, or games with your own moves.

J-Rock Summer Stage

Sunday, 12:00PM - 2:00PM
Featured Events, Marriott Marquis - M2 Ballroom

Come rock out before we clock out of Otakon 2026.

Video Gaming

WEWCC Hall D,E

Operational Hours:

Friday	Saturday	Sunday
10:00am - 1:00am	10:00am - 1:00am	10:00am - 3:00pm

Gaming at Otakon is huge! If you thought our Video Gaming Hall in previous years was good, well you're in for a treat since we have expanded it even more! We're filling an entire hall of the convention center with video games and arcade machines from all eras, classics you remember, current games you love, plenty of games straight from Japan, and games by Indie Developers! Show off your skills and compete against your fellow con goers in casual play or enter one of our tournaments. We will also have setups of Rock Band and Just Dance to rock out and show us your best dance moves! Finally, VR has entered the hall too, so enjoy that virtual reality!

Arcade

We will have trucks and trucks of arcade machines from many of our partners at Otakon! Come check out the Japanese arcade games on freeplay. We also have a wide selection of music rhythm games to pick from. Additionally, check out the fighting games, racing games, classic games, and even pinball machines that we have!

Indie Row

We will have a dedicated area in front for Indie Game developers to showcase their latest work. Come by the area, try their games and give them your support. There will be a variety of unique single and multiplayer games for you to try.

Handheld Area

Did you bring any handheld console like a Switch or Steam Deck? If so, come play and meet other fellow players in our Handheld Area. You can either relax and play your one-player game, or go play with your fellow attendees on some multiplayer battles and races. We'll have a bunch of tables and chairs for you to sit, along with some surge protectors set up for you to charge up your handheld device!

General Video Game Hall Rules

Be polite, and please remember:

- No fighting
- No abusive behavior
- Be sure to eat/drink during the convention, but...
  - Do not eat/drink near any TV's or consoles
- Be hygienic (shower and user deodorant)
- Do not touch the consoles
- Do not exit out of a game or go into the console dashboard screen
- Do not steal
- Do not break or mistreat any of the gaming equipment
- Do not leave your personal belongings unattended
  - Staff are not responsible for your belongings

If there is a line waiting to play, please limit your play time to the following:

Single Player Games:

1 Life Set or 3 Songs or 30 minutes, whichever is shortest.

Multiplayer Games:

FIGHTERS

- Winner Stays
- All other players MUST give up their controller to the next player in line. If there are not enough new players to fill up the empty seats, then the Second (and possibly Third) placed player(s) may remain seated.

ROCK BAND/DANCE CENTRAL

- A playgroup may only play ONE [1] song. After the song is finished they MUST offer their spot to the next person in line.
- If no one wants to play your particular instrument, you may continue playing.

ANY OTHER MUSIC GAME

- A playgroup may play one game, comprised of TWO [2] to THREE [3] songs depending on the game. After the game is finished they MUST offer their spot to the next person in line.

By entering the Otakon Video Game Room you acknowledge the above rules and agree to adhere to them. Breaking any rule may result in you being asked to leave the Video Game Room or having your badge revoked.

Please talk to a Video Game Room Staffer if:

- A piece of equipment is not working properly so that it can be fixed/replaced with a working one as soon as possible.
- You would like to switch out a game and there is an open set-up. Please be aware that we will not allow personal games to be played and that we cannot comply with all requests.
- You notice someone is breaking any of the above rules so that corrective action can be taken.

Mecha Kaikan

WEWCC Room 151A, B

Operational Hours:

Friday	Saturday	Sunday
9:00am - 12:00am	9:00am - 12:00am	9:00am - 3:00pm

Calling All Mecha Heads!

Season 2 is happening!

Otakon is proud to announce that the Mecha Kaikan will return for 2026! Thank you to everyone who attended last year and helped us to get this giant transforming ship off of the ground in epic fashion!

Season 1 Recap

What is the Otakon Mecha Kaikan? Kaikan in Japanese translates to "hall", so simply put, the Mecha Kaikan is the Otakon Mecha Hall. The Otakon Mecha Kaikan is an immersive and interactive mecha experience exclusive to Otakon. The Mecha Kaikan features mecha related content integrated with free-range and expert led mecha modeling.

Catch all your favorite mecha related content in one location. Have a kit to build? Bring it along and build it in our build section while watching the action up on stage. No kit? No worries! Otakon is proud to be partnering once again with Gundam Planet, who will have kits galore for you to choose from. Whether you're a beginner, or a seasoned pro, they've got you covered.

New Location!

The Otakon Mecha Kaikan has moved! This year, we will be in Rooms 151A&B.

Panels

Be sure to check out the Otakon Schedule for the full lineup of curated mecha panels.

Model Building and Workshops

You are welcome to bring any model you have purchased in the Dealer's Room or elsewhere and build it in the build area of the Mecha Kaikan. Additionally, we are excited to be partnering with Gundam Planet, who will be offering kits and tools for sale in the Mecha Kaikan as well. Please pay attention to the marked areas indicating the free build space vs. the space reserved for workshops.

We will be offering two guided workshops, one on Friday and one on Saturday, hosted by Gundam Planet. There will be a small fee to participate in these workshops. The fee will include all kits, tools and professional guidance during the workshop.

Note: Basic tools (side nippers, sanding sticks, etc.) will be available for use at each table. If you choose to bring your own tools, you do so at your own risk as everyone must go through security and safety screening and any tools are likely to be detected and potentially confiscated.

Hall Costume Contest and Judges

WEWCC Room 159

Faeliae
Cosplay

Faeliae is an award-winning cosplayer and maker from the Pacific Northwest with a passion for nine-tailed foxes and Hatsune Miku!

She has been cosplaying since 2017 and competing since 2022. Faeliae strives to combine realism with accuracy in her builds, and she loves adding fun aesthetic details!

She believes in fostering community through positivity, encouragement, and sharing knowledge!

Appledress
Cosplay

Appledress is an award-winning craftsmanship cosplayer who has been sewing since childhood and cosplaying since 2012.

A jack-of-all-trades, Appledress loves using a variety of skills in her builds, including pattern drafting, 3d modeling and printing, machine and hand embroidery, molding/casting, and anything else that seems fun at the moment.

Outside of cosplay, Appledress is found watching Vtubers and knitting socks.

Disaster Town
Cosplay

Eric Rega is a Philadelphia-based costumer with over 20 years of sewing experience.

He has a BFA in Textiles from University of the Arts. His work focuses on making even fantastical garments as "real" as possible through both material choice and technique, and he takes every costume as an opportunity to learn a new process -- from beading to shoe-making to tailoring.

Outside of cosplay, Eric also maintains a fine-art practice including printmaking, textiles and photography.

Masquerade Judges and Guests

WEWCC Main Events, Ballroom A,B

Photo Credit: Anna Krekova

Photo Credit: 景页1874

Luna Lady of Light

Luna Lady of Light a.k.a. Emily is an international cosplayer from Michigan. She holds a Bachelor of Fine Arts in Musical Theater Performance. She has been cosplaying for 19 years, has written and produced numerous performances, and sewn a myriad of costumes. Emily has won around 40 awards in her cosplay career. Among those awards are three national titles: Team USA 2023 for the World Cosplay Summit in Japan, Team USA 2022 for GICOF in South Korea, and Team USA 2018 for Clara Cow's Cosplay Cup in the Netherlands.

Cosplay is a common language where people from all walks of life can come together to learn new skills and make lifelong friends. Emily is passionate about spreading the love of cosplay and performances.

Emily has been judging cosplay competitions since 2009 and running them since 2011. She runs the USA selections for the International Cosplay League in Spain, Cosplay World Masters in Portugal, and Pop Culture Hiroshima in Japan at Youmacon in Detroit. She mentors cosplayers who are entering or running competitions and fosters friendship and creativity in her community.

When she is not cosplaying she performs in theater in West Michigan.

Horror Queen

Horror Queen has been cosplaying since 2008. She loves all things spooky, and frilly!

Masquerades are where she fell deep in love with the cosplay community.

Between taking on any crafting challenge that intrigues her, she loves coming up with new skits and performances. Horror Queen is a mother of 4 furbies and one calico cat.

Knovice

Knovice (any/all) is a California-based performer and maker who loves to pull-back the curtain to share the secrets and joy of cosplay-performing.

They've performed across the US and even the world as a part of GICOF's Team USA 2025. Using their theater & dancing background, they create resources for skits and performances so cosplayers of any skill level can feel confident taking the stage!

When they aren't crafting a performance, they're usually working on creating sewing tutorials as a Janome Maker. They cannot wait to meet the community of Otakon!

Korean Hanbok

Hanbok in Manhwa: Meeting Korean Culture Through Clothing

Marriott M4 - Archives

The Korean Hanbok Display and Try-On is Open:

Friday, Saturday 11:00am -- 5:00pm
Sunday 10:00am -- 12:00pm

Be sure to check the schedule for special panel presentation times!

This amazing display and try-on of traditional Korean hanbok clothing is proudly presented in cooperation by the Korea Hanbok Promotion Institute and KOMACON, the Korean Manhwa Contents Agency.

한국한복진흥원 KOREA HANBOK PROMOTION INSTITUTE

KOMACON KOREA MANHWA CONTENTS AGENCY

Guests

Alejandro Saab

English Voice Actor, VTuber

Alejandro Saab is a professional voice actor as well as content creator best known for voicing characters such as Cyno in "Genshin Impact," Leon in "Pokémon Journeys," Yuri in "Fire Emblem Three Houses," Miyamura in "Horimiya," Shallot in "Dragon Ball Legends," Kuga in "Food Wars," Kaigaku in "Demon Slayer," and many others. He posts content online as a Vtuber known as CyYuVtuber with audiences of 600,000+ on Tiktok, 100,000+ on Twitch and more on YouTube.

Cassandra Lee Morris

English Voice Actor

Cassandra Lee Morris is a Los Angeles-based voice actor who has voiced nearly 300 characters for video games, anime and animation, such as Morgana from "Persona 5," Galacta from "Marvel Rivals," Mualani in "Genshin Impact," Taiga in "Toradora," Kyubey in "Madoka Magica," and Cere Cere in "Sailor Moon."

Courtney Lin

English Voice Actor

After one traumatic summer interning in a small rat lab, Courtney Lin decided that maybe the medical field was not the best route for her to go. She declared to her Taiwanese mother that she was dropping her initial plans for med school to make funny faces into cameras. From there, she transitioned into making funny noises into microphones. She then applied for and graduated from the on-camera acting program at UCLA, and since then has been able to meow, scream, giggle, and KYAH! her way into various projects. Don't worry, her mom is fine now.

Crystal Lee

English Voice Actor

Crystal Lee is a Taiwanese-American voice actress based in Los Angeles. Her prominent roles include: Phoenix in "Marvel Rivals," Nezha in "Nezha II", Jade in "Bratz," Khali in "Maple Story," Akari in "Outerplane", and Khun Mascheny Zahard in "Tower of God: New World.". When she isn't screeching into a microphone, you can most often find her playing Dungeons & Dragons, stuffing her face at KBBQ, or busting out of an Escape Room in record time.

Hayden Daviau

English Voice Actor, VTuber

Hayden Daviau is a professional actor and content creator also known as the Vtuber 'Sylla Aria.' They are best known for their roles as Kokorone Awayuki in "Vtuber Legend: How I went Viral after Forgetting to Turn Off My Stream," Marnie and Gossifleur in "Pokemon Ultimate Journeys," Vikala in "GranBlue Fantasy Versus Rising," Priestess in "Goblin Slayer," Rina Tennoji in "Love Live! Nijigasaki Highschool Idol Club," Myukuru and Young Rosinante in "One Piece," Eldridge in "Azur Lane: The Animation," Shione Kouzuki in "Shinobi no Ittoki," Lilia in "I'm the Villainess so I'm Taming the Final Boss," and many more!

Jordan Dash Cruz

English Voice Actor, Director

Jordan Dash Cruz is an actor and director residing in DFW Texas. Originally hailing from the Sunshine State of Florida, Jordan likes long walks on the beach, most 90s sitcoms, his wife, and pineapple on pizza. When he's not busy playing video games, hanging out with his wife or admiring Ralph Macchio's beautiful Crane kick in "The Karate Kid", he voices characters and directs anime. Notable voice and directing work includes "Frieren: Beyond Journey's End," "Dragon Ball Daima," "BLUE LOCK," "OCTOPATH TRAVELER 2," "Genshin Impact," and "Pokemon Masters EX."

KDFoxx

Illustrator

Kenya Danino a.k.a KDFoxx is a professional NYC native multimedia illustrator and storyteller and educator. KD has collaberated on projects with companies such as Zag Animation, Dreamworks Animation, Penguin Random House Inklore, DC, Dynamite, and VIZ Media. Recent projects include Animal Arithmetic (an MC Substantial music+manga collaboration), Gargoyles: Dark Ages, Powerpuff Girls by Dynamite Entertainment, DCs Katana: Soul Survivor, and Vault's Barbaric: Born in Blood.

Ray Chase

English Voice Actor

Ray Chase is a prolific American voice actor and game developer known for his versatile roles in anime, video games, and film. Following a degree in Theater from USC (2009) and early work in audiobooks, his major break was voicing Noctis Lucis Caelum in FINAL FANTASY XV (2016).

Sam Slade

English Voice Actor

Sam Slade is a Filipino-American voice actor originally from the city of Hampton, Virginia on the Chesapeake Bay. She began her journey as a performer in 1999 on piano and picked up percussion, saxophone, and baritone horn before beginning her acting studies in 2020. Sam loves to travel and has a soft spot for east coast beaches that remind her of her hometown. Sam's passion for her work in video games was born from a childhood of playing JRPGs (particularly Pokémon, which she shares a birthday with!) and has led her to roles in "Zenless Zone Zero," "Honkai: Star Rail," "Octopath Traveler 0," "Fire Emblem: Heroes," "Arknights," "NIKKE," and many more.

Sarah Myer

Illustrator

Sarah Myer (They/Them) is an Eisner-nominated comic creator, currently working on a new manga-style graphic novel and best known for their work illustrating the interiors and covers for over 20 issues of "Teenage Mutant Ninja Turtles: Saturday Morning Adventures," monthly comic, comic strips in the "TMNT: Battle Nexus" series, their award winning graphic memoir "Monstrous: A Transracial Adoption Story" and their webcomic "Cheer Up, Michael!" Their other work includes exclusive cover illustrations for Dynamite and Disney's "Darkwing Duck" and "Justice Ducks" comics, Cover & Interior art for "Recognized: Helen Stephens."

Trina Deuhart

English Voice Actor

Trina Deuhart is an Asian American voice actress and content creator whose passion for storytelling, creativity, and connection shines through in everything she does. As a dedicated voice over artist, Trina has built a beloved presence in both the voice acting and in the Vtuber communities, where her heartwarming energy and versatility make her stand out. Trina's journey into voice acting began at a young age, inspired by the Saturday morning cartoons she grew up watching such as Pokemon the anime. This spark of imagination led her to pursue a career where she brings a wide range of characters to life. From animated roles and video game characters to audiobooks, commercials, narrations, and everything else.

Xanthe Hyunh

English Voice Actor

Xanthe Huynh is a Los Angeles based voice actor. Her talent speaks for itself, garnering her roles in video games including "Persona 5," "Fire Emblem: Three Houses," "Honkai Star Rail," "Octopath Traveler II," "Genshin Impact," "Pokemon Masters," "Monster Hunter Rise: Sunbreak," and "River City Girls." She has also appeared in numerous anime including "HunterxHunter," "Lycoris Recoil," "Sailor Moon SuperS," "Naruto Shippuden," "Love Live School Idol Project," "K-On!," "Pokemon Horizons," "Puella Magi Madoka Magica Movie 3: Rebellion," "Sword Art Online," "Miraculous Ladybug: Shanghai," "Delicious in Dungeon," and "Cells at Work."

Goshi Yoshida

Japanese Producer, Ascendance of a Bookworm

Goshi Yoshida joined Yomiuri TV in 2011 and began working as an anime producer with the 2021 TV series “Kemono Jihen”. His major credits include “Ascendance of a Bookworm: Adopted Daughter of an Archduke”, “Detective Conan”, “Yaiba: Samurai Legend”, “Junji Ito Maniac: Japanese Tales of the Macabre”, and “Sorcerous Stabber Orphen” and more.

Yuka Iguchi

Japanese Voice Actor, Ascendance of a Bookworm

Yuka Iguchi is a Tokyo-born voice actor affiliated with Osawa Office. Her standout roles include Rozemyne in “Ascendance of a Bookworm”, Index in “A Certain Magical Index”, Kohinata Miku in “Symphogear”, Hinata Miyake in “A Place Further Than the Universe”, and Ran Hanamichi/Cure Yum-Yum in “Delicious Party Precure” and many more.

Yoshiaki Iwasaki

Japanese Director, Ascendance of a Bookworm

Yoshiaki Iwasaki has directed numerous anime series including "Love Hina," "The Familiar of Zero," "Miss Monochrome," "Chillin' in Another World with Level 2 Super Cheat Powers," and "Kowloon Generic Romance." His latest is "Ascendance of a Bookworm: Adopted Daughter of an Archduke."

Keita Yoshinobu

Japanese Producer, Ascendance of a Bookworm

Animation producer Keita Yoshinobu began his career at Answer Studio in 2015 and joined WIT STUDIO in 2018, where he served as production desk on "Vivy -Fluorite Eye's Song-." He currently produces "Ascendance of a Bookworm: Adopted Daughter of an Archduke" and "Love Through a Prism."

Ayamori Chika

Voice Actor, Trigun Stargaze

Ayamori Chika, raised in Tokyo, has performed many notable roles including Milly Thompson in "Trigun Stampede", Marco in "Goodbye, Dragon Life, Hello, Human Life", and Parfait Hoppe-chan in "Hoppe-chan." As part of the Trigun Stargaze team with Director Masako Sato, Yamori will be presenting how they created the characters voice personality through the creative journey.

Masako Sato

Director, Trigun Stargaze

Sato began her career at Studio Ghibli as an animator, working on "Spirited Away", "Tales from Earthsea", "Ponyo", and "The Tale of Princess Kaguya". She later moved into directing television series for many titles, including "The Apothecary Diaries", "Chiikawa", "Welcome to the Ballrooom", "Dance Dance Dansuer", and "Jellyfish Can't Swim in the Night."

Yoshihiro Watanabe

Producer, Trigun Stargaze

Throughout his early years in the anime industry under legendary Masao Maruyama's mentorship, Nabe gained unique international production experience ranging from live-action to international collaboration projects, Nabe's career involves a range of shows and rolls. Nabe is currently with Orange and producing a range of future shows including "Beastars," "Trigun Stargaze", and "Leviathan."

Kazuki Higashiji

Art Director, Studio Orange

Kazuki Higashiji is a Japanese animation art director and background artist. Higashiji-san is known for creating atmospheric environments filled with traces of time, lived-in realism, and emotional texture. His work often emphasizes the subtle presence of human life within landscapes and architecture, bringing a strong sense of authenticity to animated worlds.

Ayaka Nanase

Voice Actor, Roll Over and Die

Ayaka Nanase has performed voice roles in numerous series, including "Roll Over and Die," "Mistress Kanan Is Devilishly Easy," "CITY THE ANIMATION," "The Wrong Way to Use Healing Magic," "Soaring Sky! Pretty Cure," "Super Cub," "Sakura Quest," and many more. She continues to perform widely across anime, overseas drama dubs, and video games.

Machico

Voice Actor, Roll Over and Die

Machico is a renowned voice actor and performer, appearing in notable series including "Roll Over and Die," "Umamusume: Pretty Derby," and "The Idolmaster Million Live!" In video games she voices Pepe in Arknights, the Mysterious Ranmaru X in Fate/Grand Order, Suited in Kaiju No. 8 The Game, and Nene Kusanagi in HATSUNE MIKU: COLORFUL STAGE!, among other roles.

Nobuharu Kamanaka

Director, Roll Over and Die

Nobuharu Kamanaka is a Japanese anime director with roughly 29 years of experience in anime direction. He most recently served as director of "Roll Over and Die." A self-described hardcore otaku, he counts model and miniature films — and, of course, anime — among his passions.

Takayuki Yoneyama

Producer, Furyu Pictures, Roll Over and Die

Takayuki Yoneyama is a member of Furyu Pictures, where his work spans the planning and production of home-video products, sales-promotion planning, license management, and the planning and production of anime. He has been involved in the planning, production, and distribution of many titles including "Laid-Back Camp," "Arifureta: From Commonplace to World's Strongest," "Masamune-kun's Revenge R," and "Hell Mode."

Kazuki Ura

Voice Actor, TOUGEN ANKI

Kazuki Ura made his leading role debut as Yoichi Isagi in the anime "Blue Lock," which aired from October 2022. In 2024, he won the Best Lead Actor Award at the 18th Seiyu Awards. Most recently, he plays Shiki Ichinose, the protagonist who inherits the blood of an oni, in "TOUGEN ANKI." The highly anticipated sequel, "TOUGEN ANKI: Nikko Kegon Falls Arc," is set to premiere in October 2026.

Shogo Sakata

Voice Actor, TOUGEN ANKI

Shogo Sakata has appeared in numerous anime productions, particularly his leading role as Aki Hayakawa in the "Chainsaw Man." In July 2025, he portrayed Ikari Yaoroshi, a classmate of protagonist Shiki Ichinose at Rasetsu Academy, in "TOUGEN ANKI." The highly anticipated sequel, "TOUGEN ANKI: Nikko Kegon Falls Arc," is set to premiere in October 2026.

Takanori Matsuoka

Producer, TOUGEN ANKI

Takanori Matsuoka has served as a producer on numerous anime projects, including "Loner Life in Another World," "TOUGEN ANKI," "Noble Reincarnation: Born Blessed, So I'll Obtain Ultimate Power," and "Petals of Reincarnation." Drawing on his extensive experience in anime production, He continues to work at the forefront of developing titles that attract audiences both in Japan and around the world.

Ichi Sayo

Manga Artist and Illustrator

Ichi Sayo made her debut with the manga adaptation of the romance adventure game JŪZAENGI ENGETSUSANGOKUDEN 1. Her major manga works include the Ensemble Stars! manga adaptation, FOGGY FOOT, The Female Detective and the Criminal: Reborn in an Otome Game, and more. As an illustrator, her credits include character design for the romance simulation game Angelique Luminarise, Craft Essence illustrations for Fate/Grand Order, and collaboration artwork for Ensemble Stars!!

Takayuki Goto

Co-Founder, Production I.G.

Takayuki Goto is a world renowned animator, character designer, illustrator, and one of the founding members of Production I.G. With a career spanning more than 4 decades, he has played a pivotal role in shaping some of the most influential works in anime.

Yoko Ueda

Production Director, Production I.G.

Yoko Ueda oversees the IP & Communications division and manages new series through all stages of production. Her credits include associate producer for "Ghost in the Shell: SAC-2045" and producer for "Attack on Titan: The Final Season".

Maki Terashima

President, Production I.G. USA

Maki Terashima-Furuta is President of Production I.G. USA and a veteran entertainment executive with more than 28 years of experience in the global animation industry. A bridge between the Japanese and North American entertainment markets, she has played a key role in bringing some of Japan's most influential animated works to audiences around the world.

Kunio Oka

Master Craftsman of Replica Food Samples

Kunio Oka is a master craftsman of replica food samples. He entered the trade straight out of high school, training under a demanding apprenticeship before striking out on his own. With a career spanning half a century, Oka has produced an enormous number of wax food samples and mastered replicas across a wide range of subjects. His work has been featured in numerous media granting him many memorable moments.

Hiromu

Author, Chitose Is in the Ramune Bottle

Winner of the Shogakukan Light Novel Award, Hiromu is writing the ongoing series "Chitose Is in the Ramune Bottle." The title has inspired an eight-volume manga adaptation and an official collaboration project with Fukui City. The series ranked No. 1 in 2021 and 2022 in Kono Light Novel ga Sugoi! and became the first-ever unanimated title to be inducted into the Hall of Fame. The TV anime adaptation is currently airing in 2026.

raemz

Illustrator, Chitose Is in the Ramune Bottle

raemz is an illustrator from California currently based in Japan. Following her debut work on "Chitose is in the Ramune Bottle," she has provided illustrations for several light novel series that have received anime adaptations, including "Even a Replica Can Fall in Love" and "Love Unseen Beneath the Clear Night Sky." She has also worked on mobile games and visual novels, working with clients such as Cygames.

Yuji Tokuno

Series Director, Chitose Is in the Ramune Bottle

Yuji Tokuno is a director and animation director. He made his debut as an episode director on “Black Clover” and has since contributed to numerous major titles, including “The Rising of the Shield Hero” and “One Piece,” “Fire Force”, “Oshi no Ko”, and “Jujutsu Kaisen: Hidden Inventory / Shibuya Incident”. “Chitose is in the Ramune Bottle” marks his first series director role.

Kodai Fujishima

Producer, Chitose Is in the Ramune Bottle

Kodai Fujishima joined KADOKAWA in 2020 and has since overseen anime promotion for more than a dozen titles, including “KonoSuba - God’s Blessing on This Wonderful World!” and “The Detective Is Already Dead”. For “Chitose Is in the Ramune Bottle”, he serves as the publicity producer, leading domestic promotional strategy and directing key visuals and promotional videos for the series.

Takeshi Dekura

City Representative, Chitose Is in the Ramune Bottle

Takeshi Dekura is a public official in Fukui City, and a key figure behind the collaboration between the city and the popular light novel "Chitose Is in the Ramune Bottle". Based in Fukui, he has turned Fukui City into an immersive destination for fans. Working closely with local restaurants and commercial facilities, he has developed experiences that connect the narrative with the local community.

Masahiko Minami

President, Studio Bones

Masahiko Minami co-founded Studio Bones together with animators Hiroshi Osaka and Toshihiro Kawamoto. Over the years he has produced a wide range of acclaimed titles, including "Cowboy Bebop: The Movie," "Eureka Seven," "Sword of the Stranger," "Space Dandy," "Bungo Stray Dogs," "My Hero Academia," "Metallic Rouge," and "Gachiakuta."

What is this Sorcery???

Yoshitsugu Matsuoka

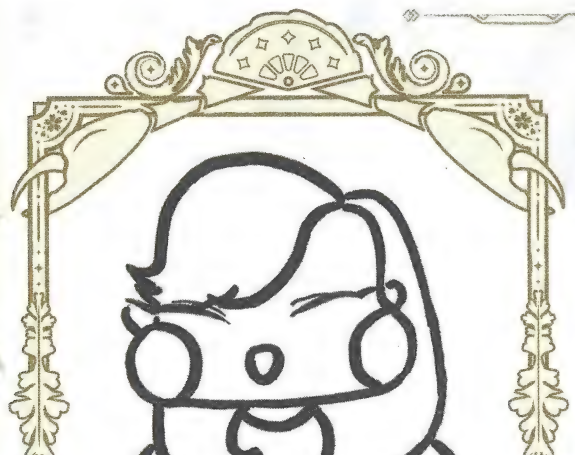
Voice Actor, The World's Strongest Rearguard

Yoshitsugu Matsuoka has voiced a wide range of characters in many popular titles, such as Arihito in "The World's Strongest Rearguard," Kirito in "Sword Art Online," Inosuke Hashibira in "Demon Slayer," Bell Cranell in "Is It Wrong to Try to Pick Up Girls in a Dungeon?," Fuutarou Uesugi in "The Quintessential Quintuplets," Soma Yukihira in "Food Wars!: Shokugeki no Soma," Vash the Stampede in "Trigun Stampede," and many others.

Yuji Yanase

Director, MAHO FILM

Yuji Yanase has directed a wide range of series for MAHO FILM, including "The World's Strongest Rearguard," "The Insipid Prince's Furtive Grab for The Throne," "I'll Become a Villainess Who Goes Down in History," "In the Land of Leadale," "By the Grace of the Gods," "By the Grace of the Gods 2," and "If It's for My Daughter, I'd Even Defeat a Demon Lord," among many others.



Nozomi Shimakura

Producer, MAHO FILM

Nozomi Shimakura has served as Producer on the live-action voice actor variety program "We'll Leave it to the Voice Actors!" and as Associate Producer on "By the Grace of the Gods 2," "Blue Miburo," and "A Playthrough of a Certain Dude's VRMMO Life." Earlier credits include work on "The World's Strongest Rearguard," and "I'll Become a Villainess Who Goes Down in History."

Mitsuru Sangou

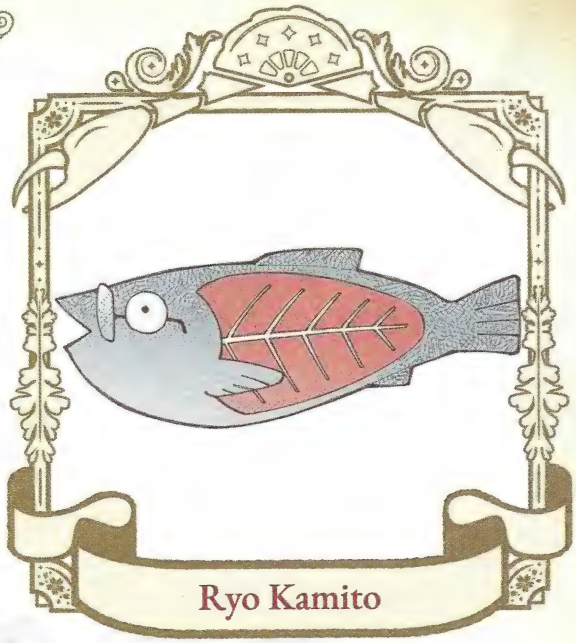
Manga Artist and Writer

Mitsuru Sangou is a Japanese BL manga artist published through Libre Inc., with English editions of her works available through Animate International. She made her debut in 2019 with the web serialization of Mask Danshi: This Shouldn't Lead to Love. She is also known for her manga Hebineko. Sangou is widely praised for her delicate portrayal of youthful romance, paired with a distinctive flair for sensuality and intimate detail.

Yuna Nemoto

Voice Actor, Romelia War Chronicles

Yuna Nemoto has performed roles in "Whisper Me a Love Song," "Uma Musume: Pretty Derby," "Blue Period," and "Solo Camping for Two." She takes on her first leading role as Romelia in Romelia War Chronicles. Her career extends beyond anime to encompass video games, stage performance, dubbing for international films, and narration, reflecting her broad range of performance skills.



Ryo Kamito

Mangaka, Romelia War Chronicles

Ryo Kamito is a manga artist and illustrator from Hokkaido, Japan. She is known for the manga adaptation of Romelia War Chronicles and for creating cover illustrations for the original novel. Not limited to digital tools, Kamito is also an accomplished watercolor painter.

Ryo Ariyama

Novelist, Romelia War Chronicles

Ryo Ariyama is a novelist based in Japan. His notable works include Romelia War Chronicles (Shogakukan Gagaga Books) and Dungeon Master Madarame (TO Books), both of which have been adapted into manga. Ariyama continues to write actively on the online novel platform Shōsetsuka ni Narō.

Yuki Watanabe

Producer, Romelia War Chronicles

Yuki Watanabe began his career at Tsuburaya Productions in 2009, working on the Ultraman series. He joined Pony Canyon in 2019 and has since been actively involved in the planning and production of anime. His major producing credits include "Romelia War Chronicles," "Hanaori-san Still Wants to Fight in the Next Life," "The Drops of God," "Kirio Fan Club," "Übel Blatt," "Solo Camping for Two," and many others.

EnJoe Toh

Author, The Ghost in the Shell

EnJoe Toh is an author whose works include "Self-Reference ENGINE," "Mojika," "Code Buddha," and "Last Year, Honnoji." He has also translated "Ugetsu Monogatari" into modern Japanese and Lafcadio Hearn's "Kwaidan." He was a researcher and screenwriter for " Godzilla Singular Point." His recent publication is "Clay Dolls and Moving Corpses."

Kengo Abe

Producer, The Ghost in the Shell

Kengo Abe is a film producer at Bandai Namco Filmworks. He has worked on franchises including “Mobile Suit Gundam,” “Space Battleship Yamato,” and “Armored Trooper VOTOMS.” He served as producer on “Ghost in the Shell: ARISE” (2013–2014), “Ghost in the Shell: SAC_2045” (2020–2023), and “THE GHOST IN THE SHELL” (2026).

Yuya Ogisu

Producer, Kaiju Girl Caramelise

Yuya Ogisu joined LIDENFILMS in 2016 and began his career as a production assistant on "Monster Strike The Movie." He has since stepped up to the role of producer, with his current credits including "Tonari no Yokai-san" and "Call of the Night Season 2." Outside of his work in animation, Ogisu is also a competitive track and field athlete.

Teruyuki Omine

Director, Kaiju Girl Caramelise

Teruyuki Omine made his directorial debut in "Akashic Records of Bastard Magic Instructor" as an episode director. He has since contributed to a range of acclaimed series, including "SPY×FAMILY," "Attack on Titan: Final Season," and "Hell's Paradise." Omine took on his first role as series director with "Kaiju Girl Caramelise," marking an important new chapter in his career.

Kenji Nojima

Voice Actor, Aoni Production

Kenji Nojima is a talented Japanese voice actor with Aoni Production. His signature roles include Tomoya Okazaki in "Clannad," Nobuchika Ginoza in "Psycho-Pass," Tuxedo Mask in "Sailor Moon Crystal," Natsuya Kirishima in "Free!," Yuto Kiba in "High School DxD," and Dr. Xeno in "Dr. Stone." Fox McCloud in Super Smash Bros. and Lu Xun in Dynasty Warriors also feature his voice. He is also an accomplished dub artist, voicing Clark Kent in Smallville and Ezra Bridger in Star Wars Rebels.

Ryotaro Okiayu

Voice Actor, Aoni Production

Ryotaro Okiayu is a Japanese voice actor affiliated with Aoni Production. With a deep and powerful voice, he has been playing memorable characters for over 35 years. His credits include lead roles in "Hell Teacher Nube," and "Toriko," "Bleach," "The Prince of Tennis", and "Slam Dunk". He has also featured in "Mobile Suit Gundam Wing" and "Mobile Suit Gundam SEED." Other notable appearances include "One Piece," "Clannad," and "Record of Ragnarok."

Takuma Kishida

Producer, Magic Knight Rayearth

Takuma Kishida is a Producer with the animation company TMS Entertainment. He has worked on several titles such as "I Got a Cheat Skill in Another World and Became Unrivaled in the Real World, Too," "The Seven Deadly Sins: Four Knights of the Apocalypse," "Blue Box," and now, "Magic Knight Rayearth."

Rumi Okubo

Voice Actor, Magic Knight Rayearth

Rumi Okubo is a Japanese voice actor who will play Umi Ryuuzaki in the 2026 anime "Magic Knight Rayearth." She is also well known for roles such as Elizabeth Báthory in "Fate/Grand Order," MEM-Cho in "Oshi no Ko," and Mutsuki Asagi in "Blue Archive."

Kazuki Chiba

Animator, Studio TRIGGER

Kazuki Chiba joined Studio TRIGGER in 2017. He began his career as an in-between animator on "DARLING in the FRANXX," before advancing to key animator on "PROMARE." He now fills the role of an animation director on Delicious in Dungeon and continues to contribute to Studio TRIGGER's latest projects.

Ichigo Kanno

Animation Director, Studio TRIGGER

Ichigo Kanno joined Studio TRIGGER in 2017. Starting his career as an in-between animator on "DARLING in the FRANXX," Kanno went on to work as a key animator on "PROMARE," and later as an animation director for "Cyberpunk: Edgerunners." For the upcoming "Cyberpunk: Edgerunners 2," Kanno takes on the role of Character Designer and Chief Animation Director.

Hiromi Wakabayashi

Creative Producer, Studio TRIGGER

Hiromi Wakabayashi has been actively involved in the production of "GURREN LAGANN," "KILL la KILL," "PROMARE," and "Cyberpunk: Edgerunners" as creative director and music editor. Hiromi is currently the head of story and co-director for TRIGGER's latest "New PANTY & STOCKING with Garterbelt."

Tonpeties

Japanese Comedy Duo

Tonpeties are a Japanese comedy duo who blend traditional Japanese performing arts and entertainment with a pop sense of humor. Tonpeties have transformed the time-honored tradition of Kasamawashi (also known as umbrella spinning) into fast-paced, crowd-pleasing entertainment that anyone can enjoy.

Michael-Christopher Koji Fox

Localization Director, Square Enix

Michael-Christopher Koji Fox is a Localization Director at Square Enix. Born in the U.S. in the state of Oregon, he taught English in Hakodate, Japan after receiving his teaching license from the Hokkaido University of Education. He joined the Localization team at Square (now Square Enix) in April 2003, and has worked on localization for numerous FINAL FANTASY projects. He is also lead writer on the FFXIV official lore book, LOGOS. Koji is also lyricist and vocalist for THE PRIMALS (official band of FINAL FANTASY XIV).

Toshio Murouchi (Foxclon)

Global Community Producer, Square Enix

Toshio Murouchi, also fondly known by fans of FINAL FANTASY XIV as 'Foxclon,' is the Head of Square Enix's Community & Service Division and Global Community Producer for FFXIV. He joined Square (now Square Enix) after leaving Ultima Online, building the online game management team for FFXI from the ground up. Mr. Murouchi now oversees Square Enix's global customer service, and is often seen hosting the FFXIV Letter from the Producer LIVE broadcasts alongside FFXIV Producer and Director, Naoki Yoshida.

Testuaki Watanabe

Director, Vermilion Mask

Tetsuaki Watanabe is a freelance director whose major works include serving as director for "The Vermilion Mask", "BLUE LOCK Season 1", "Tatsuki Fujimoto 17-26 Mermaid Rhapsody", and "Tatsuki Fujimoto 17-26 Nayuta: The Prophecy". His additional credits include ending storyboard and unit director for "Flower and Asura" as well as music video production for "Neko Kaburi-Na" by Nekomata Okayu and more.

Kozo Misawa

Producer, Vermilion Mask

Kozo Misawa is a Chief Producer of "Ascendance of a Bookworm" "The Vermilion Mask" "Araiguma Calcal-dan" and "Blue Miburo."

Simba Tsuchiya

Voice Actor, The World Is Dancing

Simba Tsuchiya is a Japanese voice actor whose work spans original anime, sports drama, and ensemble casts beloved by fans around the world. He has performed major roles in "Backflip!!," "Mobile Suit Gundam GQuuuuuuX," and "Welcome to the Ballroom." He has also voiced characters in "Shinkalion: Change the World," "April Showers Bring May Flowers," and in the globally popular "Haikyu!!," among many other titles that continue to win over audiences both in Japan and overseas

Ayaka Fukuhara

Voice Actor, Across Entertainment

Ayaka Fukuhara has appeared in a wide range of anime, including "IDOLM@STER CINDERELLA GIRLS," "Captain Tsubasa," "Kakegurui," and "Sakura Wars." Recent roles include "Rock is a Lady's Modesty" and "The Klutzy Class Monitor and the Girl with the Short Skirt" and video games such as Umamusume: Pretty Derby and Street Fighter 6. Fukuhara is also a certified dietitian and passionate cook and holds a body-sculpting instructor qualification. She also performs one-woman skits re-enacting famous anime scenes.

Toshimasa Kuroyanagi

Director, The World Is Dancing

Toshimasa Kuroyanagi made his directorial debut with the TV anime series "Shounen Hollywood". He has also directed the TV anime "The Great Passage", the animated film "Love Me, Love Me Not", and both the TV and theatrical versions of the "Backflip!!" series.

Mizoguchi KAN

Animation Producer, The World Is Dancing

Mizoguchi KAN is an animation producer at Cypic. He studied Noh under master Tsumura Reijiro through the Hitotsubashi Kanze-kai. His recent work includes "Umamusume: Pretty Derby – Road To The Top" and "Umamusume: Pretty Derby the Movie – Beginning of a New Era".

gog00n

Illustrator | Designer | Educator

Go Hong-Seok, widely known by his pen name gog00n, is a visionary illustrator and designer who specializes in "Hangul calligrams." By utilizing the unique structural beauty of the Korean Alphabet (Hangul), gog00n reinterprets the inherent meaning of words into striking visual forms, creating an artistic experience that transcends conventional text.

Park Seulki Rhea

Language & Cultural Educator

Born as a daughter of a famous *manhwaga*, Park Seulki Rhea has always believed in the power of culture and language. She studied Linguistics and Literature in Ewha Woman's University, and later majored in East Asian Regional Studies and Anthropological Linguistic Education at Columbia University. She is currently working as a cultural content communicator in South Korea, utilizing a legendary character, Dokkotak, her father created.

KOMACON

KOREA MANHWA CONTENTS AGENCY

KOMACON

Cultural Institution

Korea Manhwa Contents Agency (KOMACON) was established in 1998 as the only agency in the Republic of Korea dedicated to the promotion of manhwa. KOMACON manages various manhwa related archives including Korea Manhwa Museum, Manhwa Library, and Manhwa Kyujanggak, preserving the cultural value of the manhwa as a medium. KOMACON also showcases manhwa to the world, hosting events like Bucheon International Comics Festival (BICOF) and Gyeonggi International Cosplay Festival (GICOF).

Moon Taeyeon

Webtoon & Manhwa Artist | Visual Artist | Educator

Moon Taeyeon is a Korean webtoon and manhwa artist whose work explores human emotions, relationships, and the narratives of everyday life through a delicate visual language. Her first webtoon, [ZOZIANGSAE's MOON], garnered international acclaim. Since then, Moon Taeyeon has since continued to develop a distinctive artistic world, centered on character psychology and storytelling.

Spooky Sparkle Party

Fashion Brand

Queer/Neurodivergent-owned Toronto-based plus sized egl and j-fashion serving sizes M-4XL with ma-cute-bra goodies. Joining Otakon for the Fashion District to share their amazing j-fashion designs with the Otakon community.

Fluffy Tori

Fashion Brand

Joëlle (aka Fluffy Kawaii Jo) from Switzerland, designer Mezzo from Germany, and marketing & community manager Edan from France work together to create clothing, accessories, and stationery that make you happy and "kawaii as fluff." We firmly believe that anyone can be both a magical princess and a true nerd. ;)"

PhoebeChan

Musician or Voice Actor?

PhoebeChan, also known as FeeBeeChibi, is a California based voice actor, singer-songwriter, online personality & 2.5D Kaigai Idol. When PhoebeChan isn't performing on a stage or on camera she can be found as the voice of characters such as Beatrice and Virgil in Hell Maiden.

Korean Hanbok

Cultural Promotion Agency

Korea Hanbok Promotion Institute (KHPI) is the first public cultural facility dedicated to Hanbok. Opened in April 2021 at Sangju, a city known for silk and cotton production, Korea Hanbok Promotion Institute focuses on succession and preservation of traditional hanbok as well as education of the culture.

Musical Guest

THE MUSIC OF

SQUARE ENIX®

Magic, Memories, and Melodies

Music of Square Enix

This all-new symphonic concert production celebrates the music of CHRONO TRIGGER, FINAL FANTASY, KINGDOM HEARTS, Legend of Mana, NieR, Octopath Traveler, and more in a spectacular multimedia experience.

Through sweeping symphonic arrangements and stunning high-definition game visuals from SQUARE ENIX projected above the stage, this concert invites audiences to relive the stories, emotions, and adventures that continue to inspire players around the world.

Musical Guest

MOE AGE!

MOE AGE! was formed by Asayoru Maid Cafe, MOE AGE! Is an idol group with the mission to spread moe maid magic and high tension idol culture to all through both “bright and energy” and “emotional and mysterious” styles. Members Latte, Mitsu, Riri, Sae, Sumi, and Toki can’t wait to sing and dance for all of their Masters and Princesses.

Musical Guest

AWU

AWU is a newly re-debuted group formed by DIA, LOLA, and U_CHAE, formerly members of the K-pop girl group PIXY.

Building upon PIXY's signature identity of powerful music and intense performances, AWU carries that legacy forward while revealing a more mature and evolved artistic presence. Through this new chapter, the members aim to showcase not only their continued strength on stage, but also their growth as artists, presenting a deeper and more refined side of themselves.

Bonnie Barkswell

VTuber

Bonnie Barkswell is an Airship Engineer and the World's Goodest Girl! She is excited to be emBARKing on a great adventure this year at Otakon. Streaming on Youtube and Twitch, Bonnie plays games, hosts live chats with her fans the Barkaneers, and creates chaos all in 3D. Through both Japanese and English, Bonnie excites, entertains, and builds a positive and fun community for all.

Hylo

VTuber

Meet Hylo, dragon princess from another world here to totally not take over Earth! Hylo is a variety streamer who streams to both Twitch and YouTube. She is very excited to meet you all!

(The editor wanted to call everyone "digital performers" but he's old so the lead designer changed them all to VTubers)

Karbon

VTuber

Karbon is an indie Astronaut Vtuber and real life scientist! His streams often cover nerdy topics ranging from space exploration to everyday science phenomena. Debuted on March 31 2025, Karbon is a current Twitch and Youtube Partner who mostly specializes in making scripted educational and story time shorts while also streaming on both platforms.

Rachie

VTuber

Awooga awooga! Office lady by day, chuuni idol by night - part-time idol rachie is coming to the stage this year at Otakon! Whether you know her from her million-view English Vocaloid covers or from her streams, you're in for a fun time!

Zentreya

VTuber

Zentreya is a VTuber and Content Creator known for her use of a speech to text to speech system (STTS), deep lore spanning multiple models and characters, as well as her witty and creative interactions with her community. Incorporating her chatters into the stream with their own anthropomorphic gecko model, each stream is filled with exciting gameplay highlighted by witty banter between herself and chat, though sometimes at her own expense.

Ironmouse

Vtuber

Ironmouse is the Demon Queen from hell who loves to sing, play games, and cause chaos everywhere she goes. Through her record-breaking Twitch streams, including holding the platform's all-time subathon records, Ironmouse helped bring VTubing into the mainstream and set a new standard for virtual performance. Her content spans musical performances, variety streaming, and emotional storytelling, all tied together with humor, warmth, and chaotic charm.

Nichole Goodnight

VTuber

Nichole Goodnight is a voice actor and content creator most widely known for her work in the horror community. Her most notable roles are narrating on the NoSleep Podcast and the Princess in Slay the Princess.

Yumemi夢美

VTuber

Yumemi夢美 is a solo Jpop galaxy idol, Voice Actor & Event Co-ordinator from Toronto, Canada. She started singing and performing on stage in 2014 and is currently performing on Virtual and Online Stages around the world! Yumemi wishes everyone to have all the Beautiful Dreams!

Izumi Teeny

VTuber

Galloping her way into your heart! Izumi Teeny, Idol Horse girl vtuber, is a captivating livestreamer, charming singer, and talented visual designer from the independent vtuber group VIVARIA Virtual.

Mina Aoyama

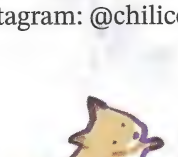
VTuber

MinaAoyama is a VTuber and content creator who focuses primarily on gacha games such as Honkai: Star Rail and Arknights: Endfield. She's also known as North America's number 1 Robin main.

Featured Presenters

Marlon

Marlon is an artist and educator who provides classes and community events focused on creative design, writing, and sustainability in the arts. You can find Marlon's work on their website: marmaladeisgood.com. When Marlon isn't presenting panels or workshops, you can find them cosplaying with friends on instagram: @chiliconcos.



Naychan

Naychan is an award winning central Virginia based cosplayer who has been sewing and creating costumes for well over a decade. She takes pride in clean craftsmanship and adding personal details to every costume. Naychan strives to learn something new with each build and has found a real passion in bringing that knowledge to other cosplayers through panels and workshops at conventions. Notably, 2026 will be her 8th Otakon as a workshop presenter! She truly believes anyone can cosplay and loves to empower that crafting spirit! Her favorite projects usually involve sewing, painting, rhinestones, and especially a crafted fake food prop.

Featured Presenters

The Cosplayin' Yogis

The Cosplayin' Yogis' mission is to bring yoga to weebs and geeks of all shapes and sizes, while teaching how yoga, movement, breath, and meditation are important to self-care and well-being. We believe yoga is accessible for ALL bodies and ages and strive to use cosplay to make classes engaging, educational, and fun!

We have been teaching yoga at conventions since 2015. Starting off at Katsucon, we have also taught at conventions to include Otakon, AwesomeCon, Anime Weekend Atlanta, ColossalCon Prime & East, and more. Our team's yoga instructors are Sean and Rift with Ginger & Michi acting as our creative and social media directors.

With our cosplays combined we become...
The Cosplayin' Yogis!

EverTheme

EverTheme are a string trio from the DC metropolitan area that bring a unique and cinematic experience to any event. This trio represents 15+ years of music making and 10+ years of friendship. They play a wide range of music from classical to your favorite anime theme. They will be bringing life to our Guild Hall on Saturday, performing music from series you know and love. Adventuring is hard work so don't miss your opportunity to hear them play!

COSPLAY RESCUE

Falling apart at the seams? Cosplay Rescue is ready and waiting in room 102B for all* your repair needs.

We are equipped with privacy curtains for sensitive repairs. As always, our services are free of charge.

We have a small selection of self-repair items, including small sewing kits, a variety of tapes, safety pins, bobby pins, and fashion tape.

Cosplay Rescue Hours Friday & Saturday: 9:30am-7:00pm Sunday: 9:30am-12:00pm

*This may include, but is not limited to, hot glue failure, worbla reshaping, makeup smudges, wig wandering, torn seams, torn fabric, snapped staffs, acts of Cthulhu, and logistical restructuring of cosplay that defy the laws of physics and fabric.

We're a tight-knit group of anime fans and hobbyists touring the US, hosting workshops and panels. Originating from a shared love for Japanese culture, our mission is to educate and inspire. Through interactive sessions and hands-on activities, we bring cosplay, manga, and anime fandom to life, catering to all levels of interest. Join us on our nationwide journey as we celebrate creativity and community, spreading our passion for anime across the country.

Social Media Accounts
FB and IG @shoestringscientists

Nerds Know is the premiere entertainment panel group of South Florida. This collective of talented nerds has extensive knowledge in virtually every field that would matter to geeks, nerds, and otaku alike! Disney, Retro TV, Anime, Japanese culture, cartoons, all things retro, comics, and institutional convention knowledge are just a few of the topics the Nerds Know has under their belts. But don't get too comfortable in your seats, as their events all have huge audience participation, so you won't have a chance to be bored in your seats!

Individually Nerds Know members have been hosting panels for over ten years but officially joined forces in 2016 to pool their collective talents. The group is made of convention veterans, educators, and convention professionals. They have seen it all and want to share their love of all things nerdy with you!

You can follow them on Facebook & Instagram to stay up to date on all of their upcoming shows, plans, and giveaways!

Axel and Mira are back with a new investigation at the con! You're a new recruit to the Mechatronic Errors Safety Squad (MESS): a special division that investigates robot malfunctions. A robot went haywire at an idol performance, and MESS is sending you in to figure out what happened and who was behind it.

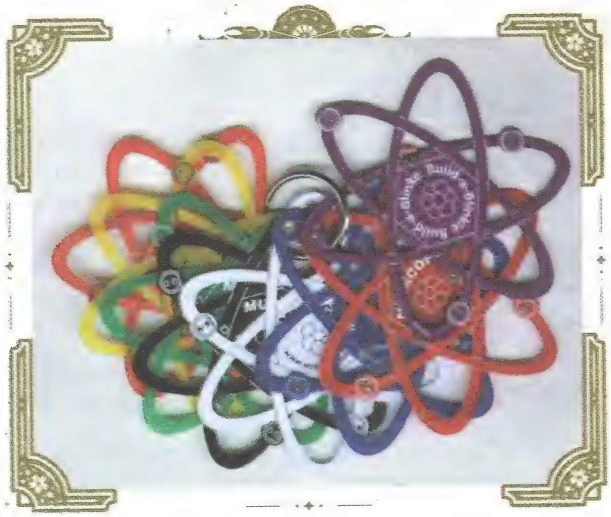
In this one-of-a-kind experience, visual novel characters Axel and Mira are depending on you to solve puzzles in the physical room around you. Can you figure out who was behind the glitch at the con?

A passion project by:
@crystalheartedkat (artist, lead)
@nathaniel.counts (writer)
@melocule_art (code)

Featured Presenters

Pink Wednesday Burlesque

Pink Wednesday Productions trio will be bringing their Burlesque show to Otakon! Pink Wednesday Productions brings years of experience and award winning talent to the stage of Otakon that will be sure to knock the socks off of even a seasoned adventurerer



Build-a-Blinkie

Build-A-Blinkie is bringing a STEM flourish to Otakon with their educational crafting track. These experts will be facilitating workshops all weekend designed to help introduce crafters to the world of electronics and soldering. They will also have kits available for purchase so the fun doesn't have to stop.

Seastar

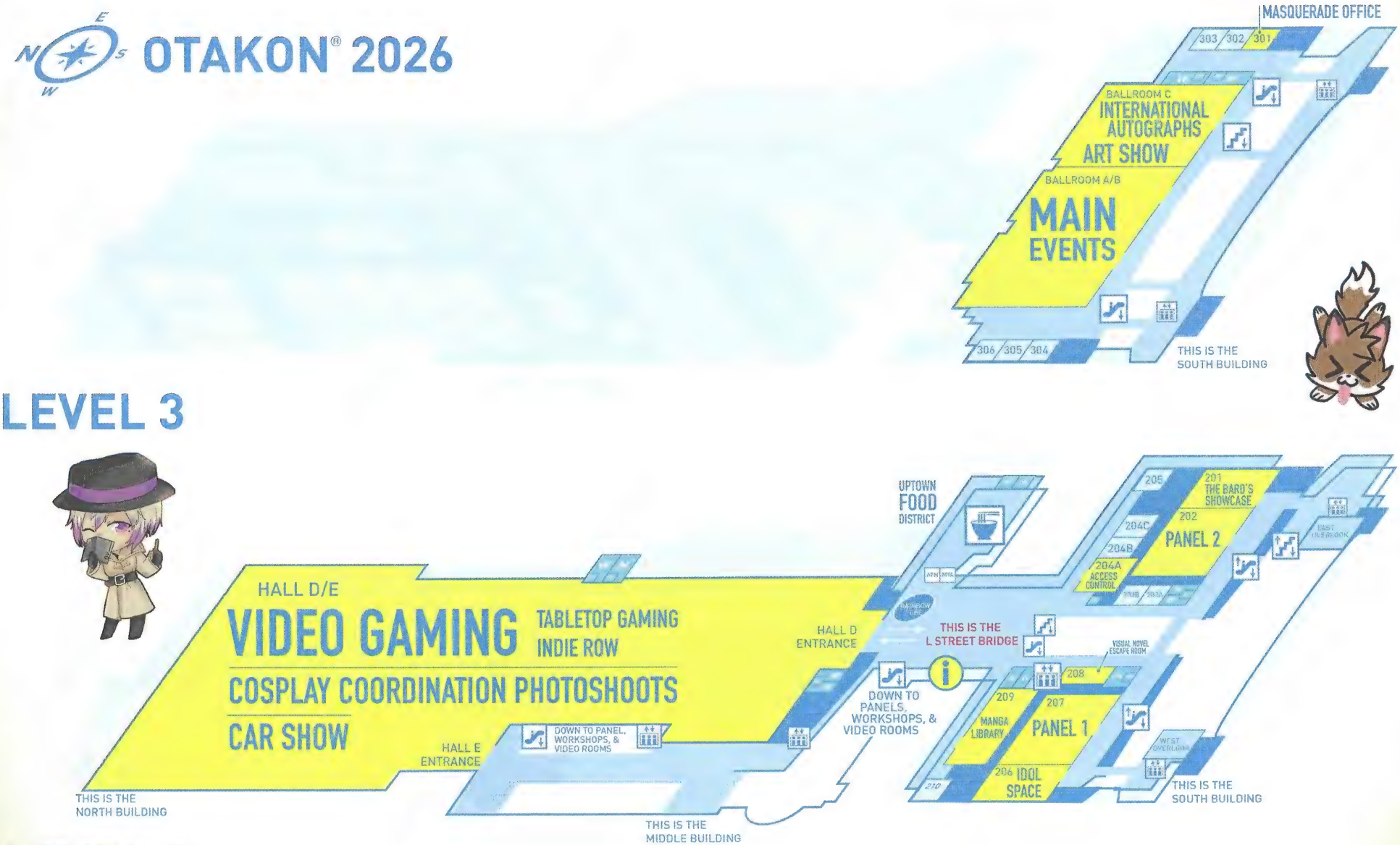
We are Seastar, an NYC-based cosplay and creative idol duo, made up of two members - Sea and Star! We specialize in cosplaying idols and video games, alongside our ability to produce creative stage performances and artistic media. No matter the stage, we want to deliver a "stage play" like experience to our fans, including props, character acting, story telling, stage visuals, fan service, lighting, live stage and meet & greet interactions! From performing, hosting, cosplaying, crafting, judging, acting and more, we are ready to bring your events to life with our skills, passion and energy!

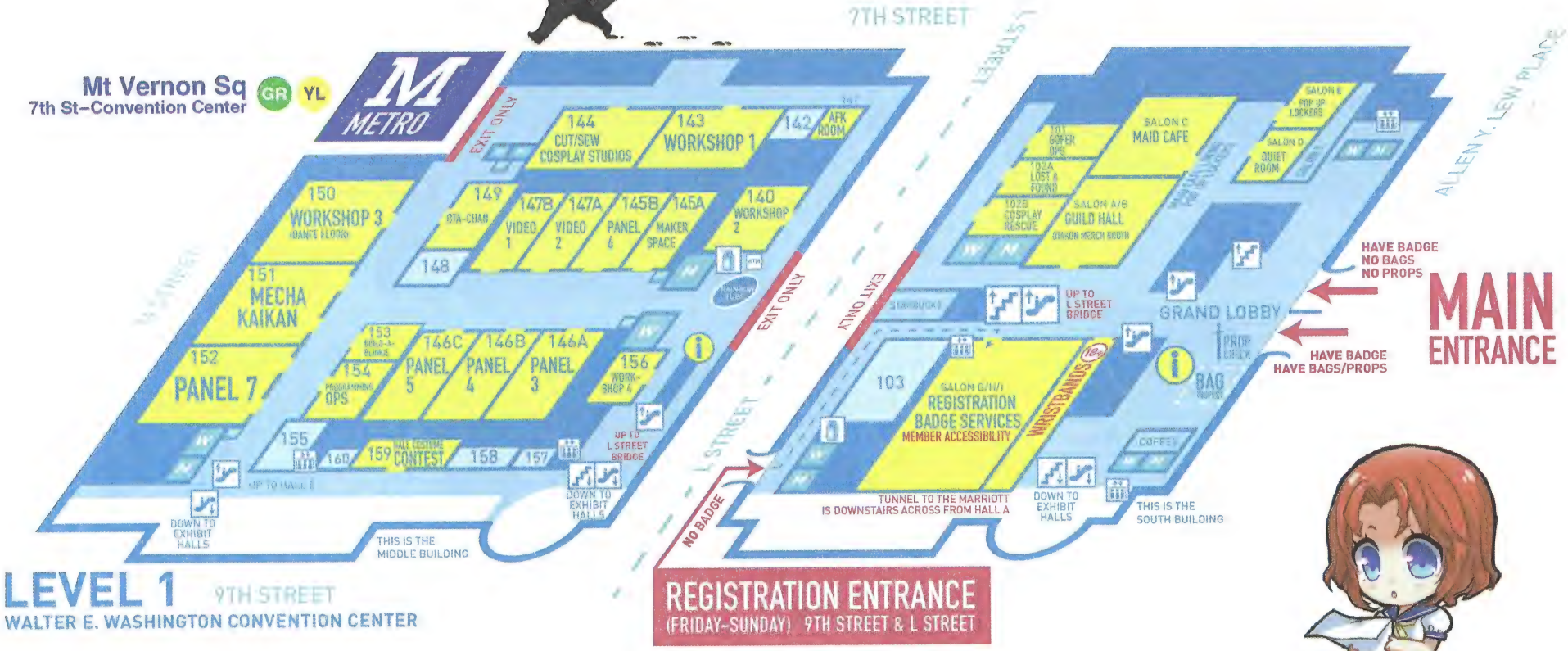
Clark and Dagger

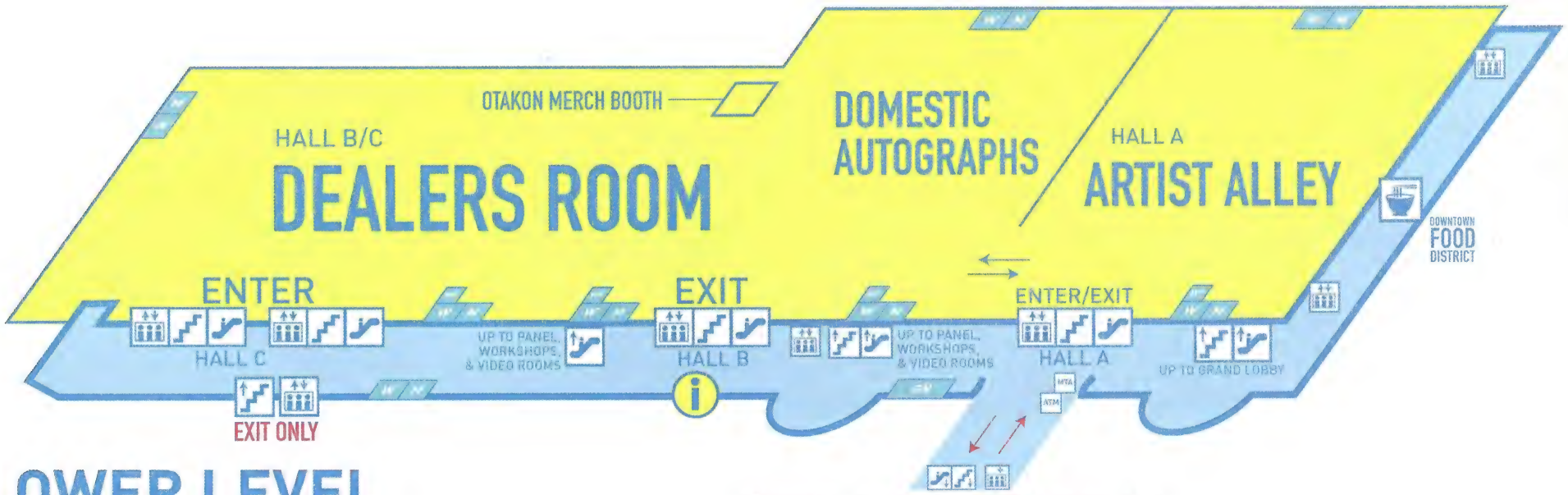
Clark and Dagger, Rogues by any other name, is a Blake and Same Otakon exclusive event that you don't want to miss. New and seasoned adventurers alike are called to meet Clark and Dagger for their much anticipated quest full of challenges and battles of wit.

Walter E. Washington Convention Center

OTAKON® 2026




Mt Vernon Sq
7th St–Convention Center
GR
YL
METRO
7TH STREET
L STREET
ALLEN Y. LEW PLACE
EXIT ONLY
144 CUT/SEW COSPLAY STUDIOS
143 WORKSHOP 1
142 AFK ROOM
150 WORKSHOP 3 (DANCE FLOOR)
149 OTA-CHAN
147B VIDEO 1
147A VIDEO 2
145B PANEL 6
145A MAKER SPACE
140 WORKSHOP 2
148
151 MECHA KAIKAN
152 PANEL 7
153
154 PROGRAMMING OPS
146C PANEL 5
146B PANEL 4
146A PANEL 3
156 WORK-SHOP 4
155
160
159 CONTEST
158
157
UP TO L STREET BRIDGE
DOWN TO EXHIBIT HALLS
UP TO HALL E
THIS IS THE MIDDLE BUILDING
101 GOFER OPS
102A LOST & FOUND
102B COSPLAY RESCUE
SALON C MAID CAFE
SALON E POP UP LOCKERS
SALON D QUIET ROOM
SALON A/B GUILD HALL
ANIMATION TUNNEL
STARBUCKS
UP TO L STREET BRIDGE
GRAND LOBBY
HAVE BADGE NO BAGS NO PROPS
MAIN ENTRANCE
PRINT CHECK
HAVE BADGE HAVE BAGS/PROPS
BAG DROP OFF
103
SALON G/H/I REGISTRATION BADGE SERVICES MEMBER ACCESSIBILITY
WRISTBANDS
COFFEE
TUNNEL TO THE MARRIOTT IS DOWNSTAIRS ACROSS FROM HALL A
DOWN TO EXHIBIT HALLS
THIS IS THE SOUTH BUILDING
NO BADGE
REGISTRATION ENTRANCE
(FRIDAY-SUNDAY) 9TH STREET & L STREET
LEVEL 1
WALTER E. WASHINGTON CONVENTION CENTER
9TH STREET



LOWER LEVEL

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Marriott Marquis

OTAKON® 2026 LEVEL M3

MARRIOTT MARQUIS WASHINGTON DC
REVISED: 2026.06.14

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sugo·hasyeot·seumnida
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"Well Done, Great Work"
お疲れ様でした
otsu·kare·sama·deshita

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Kun Sun Sweeley
Christopher Forner
Cornell Timmons

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Division Director
Tyler Buckley

Asst Div Director
Greg Fournier

Oscar Bautista
Nasia Nguyen
George Regan
Rachel Yi

Corporate Services

Chiefs ofs Staffs
Matt Bova
Kady Kilmer
Krista Hoxie

Hotels
Department Head
Brooke Zerrlaut

Cameron Hagan
Ina Gluth
LeAnna Pacheco

Legal
Amanda Thai

Load In/Load Out
Department Head
Jaron Smith

Asst Dept Head
Jason Smith Sr.

Jason Smith Jr.
Tori Smith

Event Treasury
Department Head
Bill Glassbrook

Richard Friedler

Merchandise
Co-Department Heads
Jaren Haskins
Yvonne Nguyen

Saria Bryson
Jonathan Nori
Cody Reid

Office Manager
Andrew Zerrlaut

Outreach
Co-Department Heads
Jaren Haskins
Yvonne Nguyen

Press
Department Head
Alyce Wilson

Asst Dept Head
Andrew Tran

James Burns
Darren Silvers Jr.
Tyler Waldman
Jim Housell

Social Media
Department Head
Kimi Pawlowski

GR Liasons
Shelby Moses
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Elizabeth Cutler

Members at Large
Matt Bova
Simon Chambers
Kady Kilmer
Jonathan Kodeck
Victoria MacEntee
Cody Reid

A heartfelt to all staff and gofers who made this convention possible.

*We know "ofs" is spelled wrong. It's an inside joke.

You there! Halt!

Eat at

Nando's

Quest Reward Upon Start

+3 to Flavor

(They didn't get their ad in on time, so we made this for them.)

Dangit, Ace!!!

Volunteering at Otakon

We often say Otakon is "for fans, by fans," but what does that *really* mean?

Otakorp (the parent corporation that puts on Otakon), is a non-profit organization and each of you is a member of that organization. That membership gets you into our annual meeting that is the awesomeness that is "Otakon", but some of our members do even more for the organization.

Take a few minutes and look over all the names in the Staff List of this program guide. Each of them played a key part of putting this show together. Each is a fan (just like you) and not a single one (except our lawyer), gets paid for staffing Otakon.

Many of our all-volunteer army of black-shirted staff work year-round, but the names you don't see listed in our program book are the 200-or-so who join us to volunteer just for the weekend. We affectionately call them "Gofers" and they help out throughout the entire convention. You can spot them by the orange badge holders. You probably first met one helping to get your badge at Registration or wrangling a line. Gofers assist with just about every department we have and we couldn't put on this show without the extra help we get from them!

Ever wanted to get a behind-the-scenes look at how we put this show on? Want to give back to your Otaku community? Then consider volunteering with us next year as a Gofer! Registration for Gofers usually opens online shortly after registration for the convention opens, so keep an eye out on our website around that time. Most of our staff started out as Gofers, including our President!

Want to learn more about our Gofer program? Visit the "Volunteer at Otakon" section of our website, or scan the QR code for an FAQ and more information. You can also swing by Room 101 to sign up in person!

In Fondest Memory

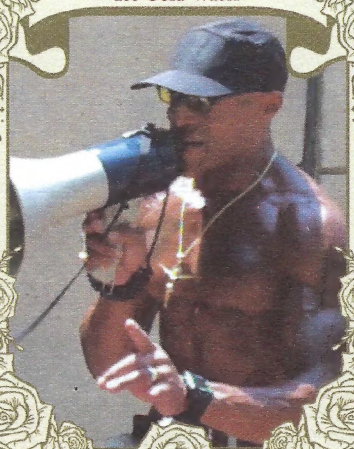
Nik Duarte

Nik Duarte was a dedicated volunteer to Otakon, a loving family man, and an all-around fantastic human being. The people who knew him best described him as someone who lived fully, loved fiercely, and left an indelible mark on the hearts of everyone lucky enough to cross his path. More than just an optimist, Nik spent his life creating the world he wanted to live in, and was an inspiration to everyone who knew him.

Donnell Pitts

Donnell Pitts was a fixture at Otakon (where he was known as "Diesel" and "Big D") for many years, earning a Hiroko-Chan for his dedication and work ethic across multiple departments. Donnell's life was one marked by compassion, dedication, and an unwavering love for his family and friends. Donnell dedicated his life to service of others, never passing up a chance to make a positive difference in the lives around him. He is missed by all who shared in his friendship.

Joshua Anderson
"Ice Cold Water"



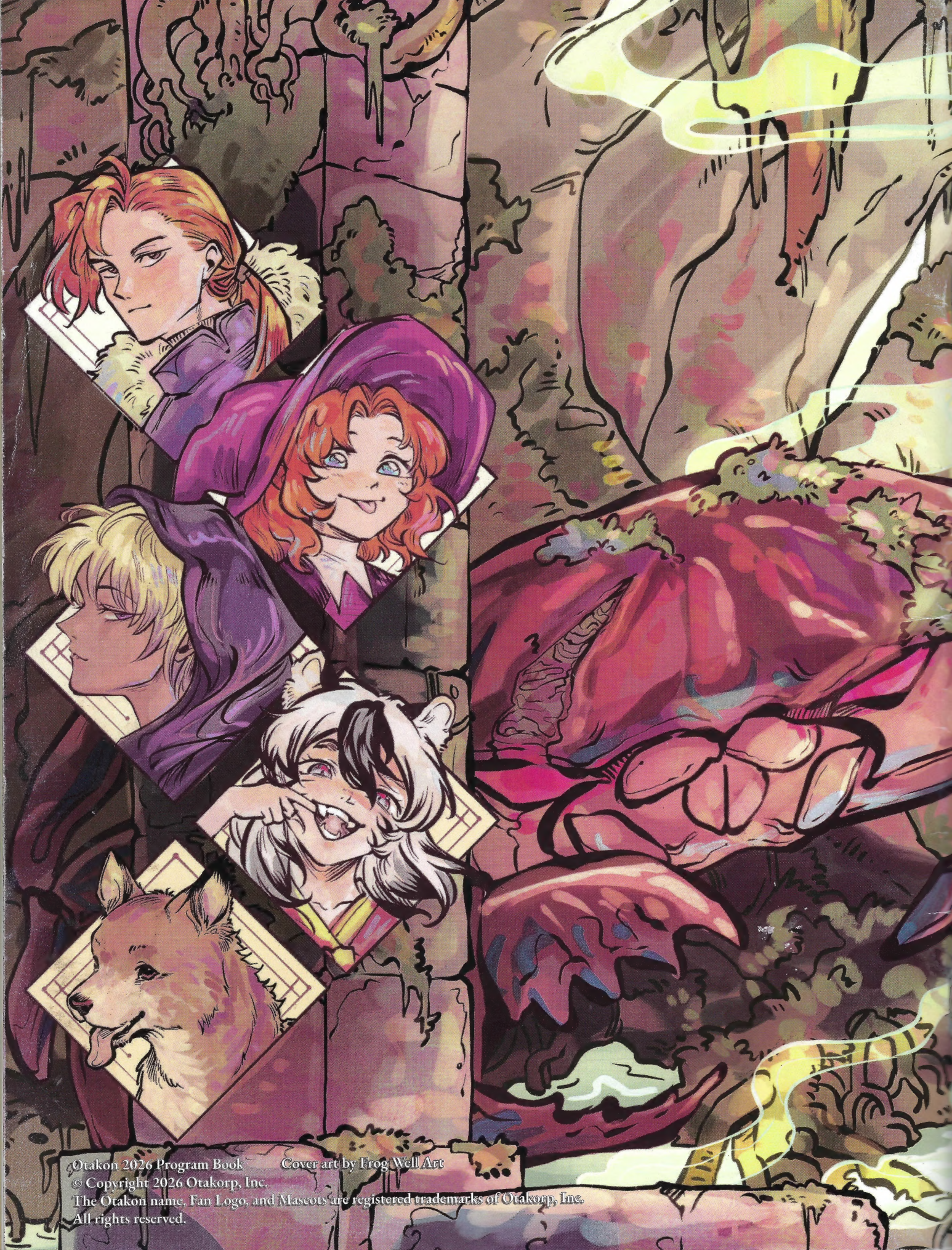
Otakon attendees from years past fondly remember Joshua as "Ice Cold Water Man"-- the muscular guy who stood in the blazing Baltimore sun selling "ice cold water for only one dollar." His street performances became the stuff of legend, and can be found on Youtube. Even today, you'll still hear echoes of "ice ice cold cold" at Otakon.

John Staton

John Staton was a beloved member of the local DMV comics community, and an early supporter of the Otakon mission. His energy, warmth, and friendliness second only to his skill with a pen. As a college student, he helped to establish the first Otakon mascot, Hiroko, even giving her a guest role in his own comic series, "DMV." John created program book covers, t-shirts, and advertising art for many Otakon efforts when it was just a small college club event.

Autographs

Mascot Dress-Up Sticker Page



Otakon 2026 Program Book Cover art by Frog Well Art

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